

**DEF JAM RATED + SILENT HILL 3 + CLOCK TOWER 3**  
**100% PLAYSTATION 2 MAGAZINE**  
INDEPENDENT

# PSM

**RESIDENT  
EVIL:**

**DEAD AIM**

PS2 gets a second  
new/RE game you  
won't believe!

**BEATEN  
& RATED:**

EverQuest Online  
MGS2: Substance  
Tenchu 3

**PLUS:**

Time Crisis 3  
High Heat 2004  
Slugfest 20-04  
Mega Man X7  
World Series  
Baseball 2K3  
Rayman 3  
Dynasty  
Warriors 4

**CHAOS  
LEGION**

Capcom's Next  
Big Thing

# HU

**PLUS** MIDNIGHT CLUB 2, AUTO M





# WAR OF THE MONSTERS

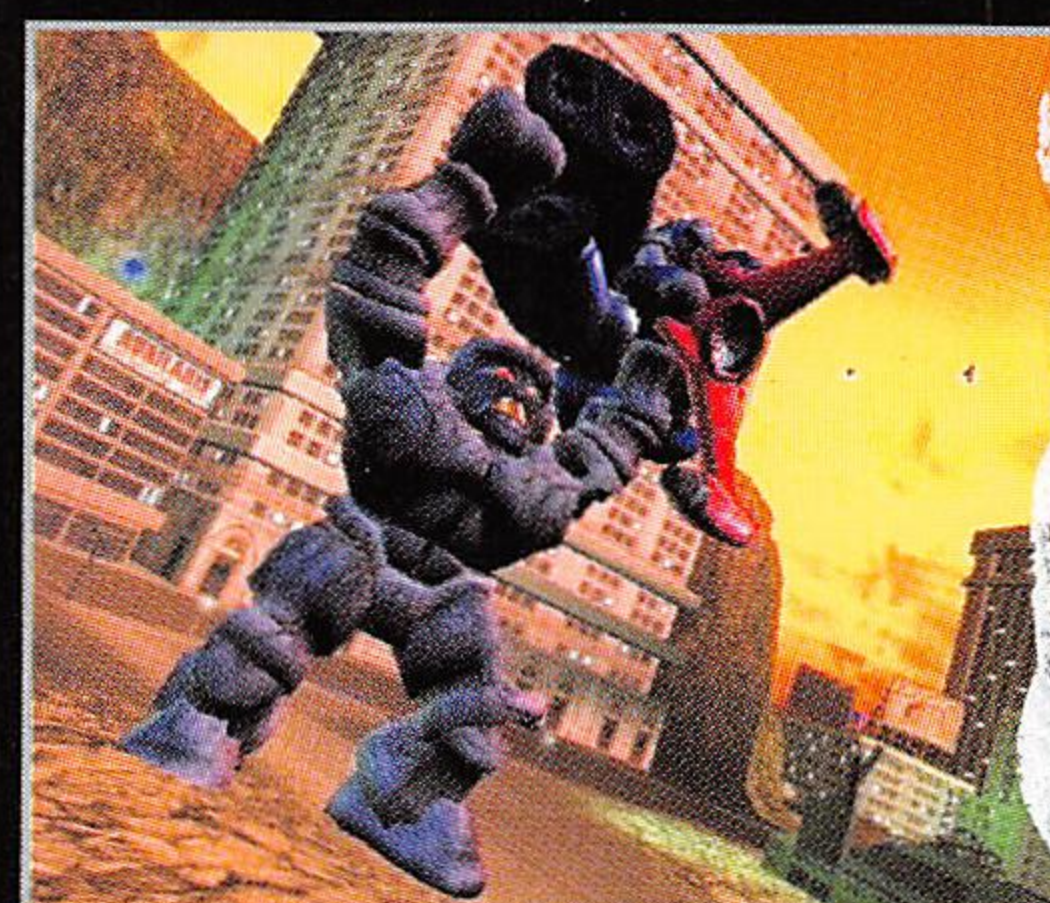


**REALLY BIG MONSTERS. REALLY BRUTAL FIGHTS.** Imagine a classic 1950s monster movie with a modern twist, no guys in rubber suits, no bad actors, no subtitles. You're a 100-foot monster and you're looking for a fight. Roam through striking cityscapes, toss cars, swing girders and launch debris. Everything around you is a weapon. Trigger tidal waves and earthquakes; destroy everything in your path. Hope you have the will to win. And a good dental plan. **ONLY THE MEANEST MONSTER SURVIVES.**

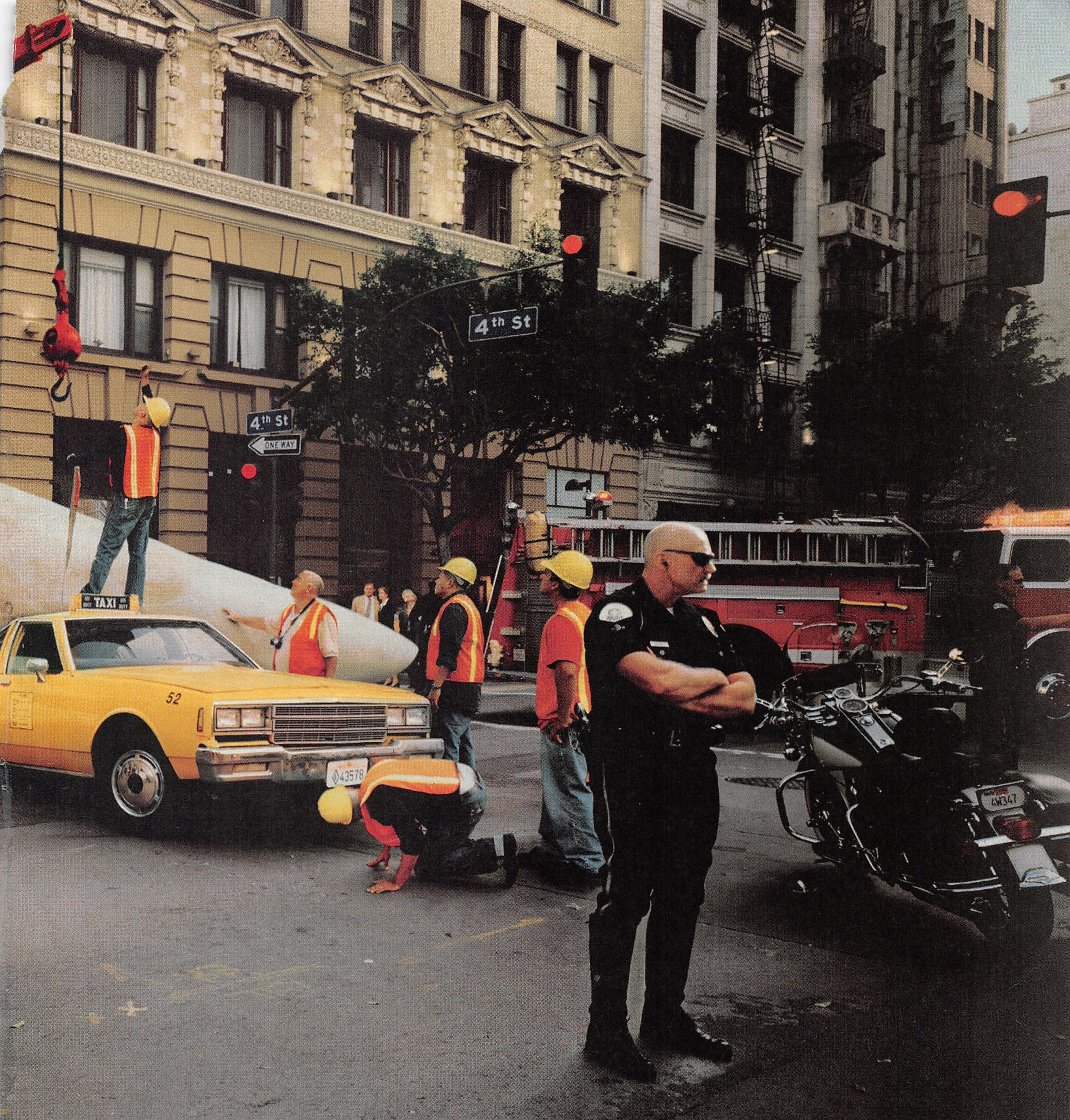
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Violence







PlayStation 2



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PLAY IN OURS.





PC  
CD

core  
design

EIDOS  
INTERACTIVE



PlayStation®2

Sometimes the only  
way to fight evil  
is to become it.

LARA CROFT  
**TOMB  
RAIDER™**  
*the angel of darkness*

out of the tombs. into hell.



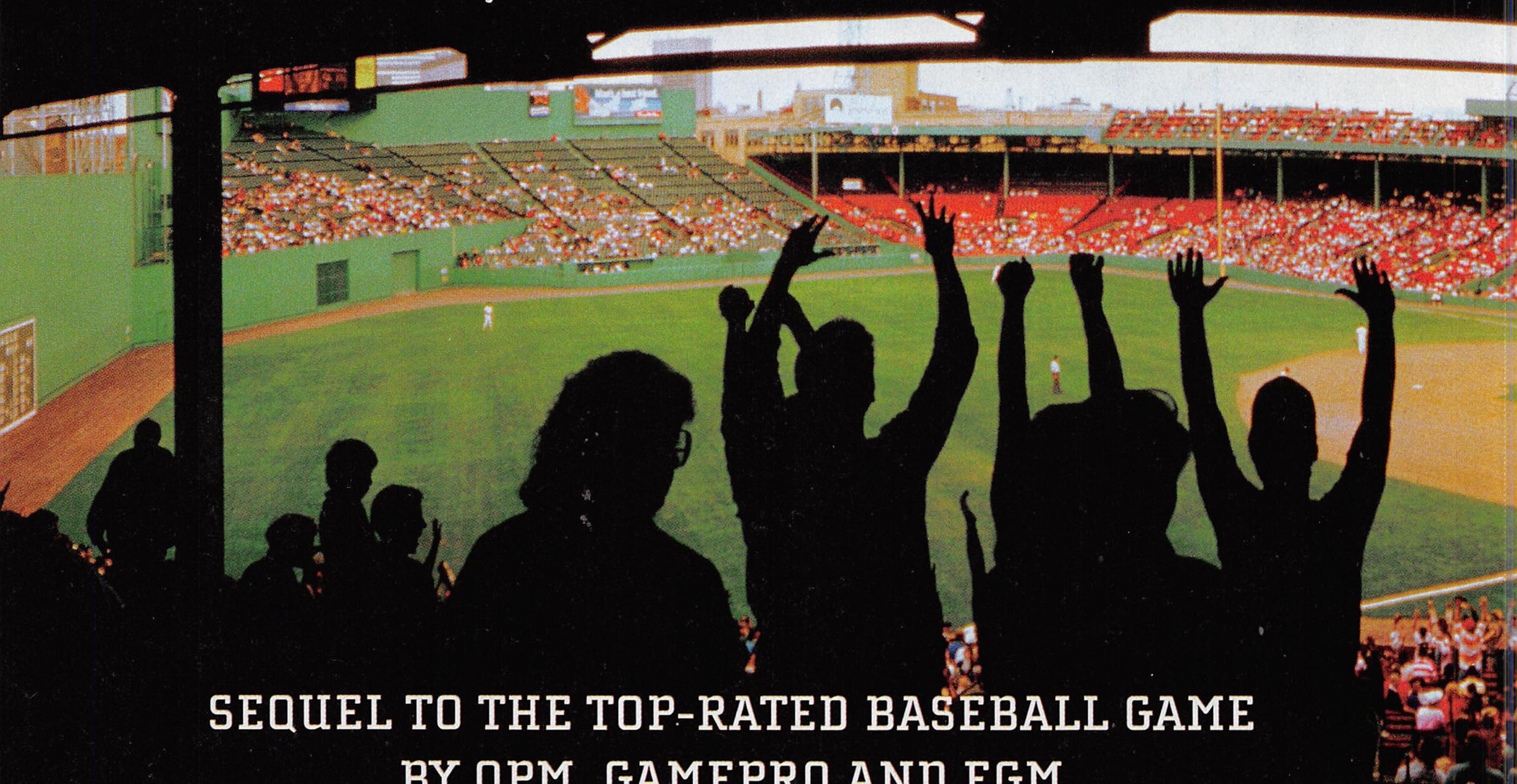
# A true fan

Knows the organist and the mascot's real identity.

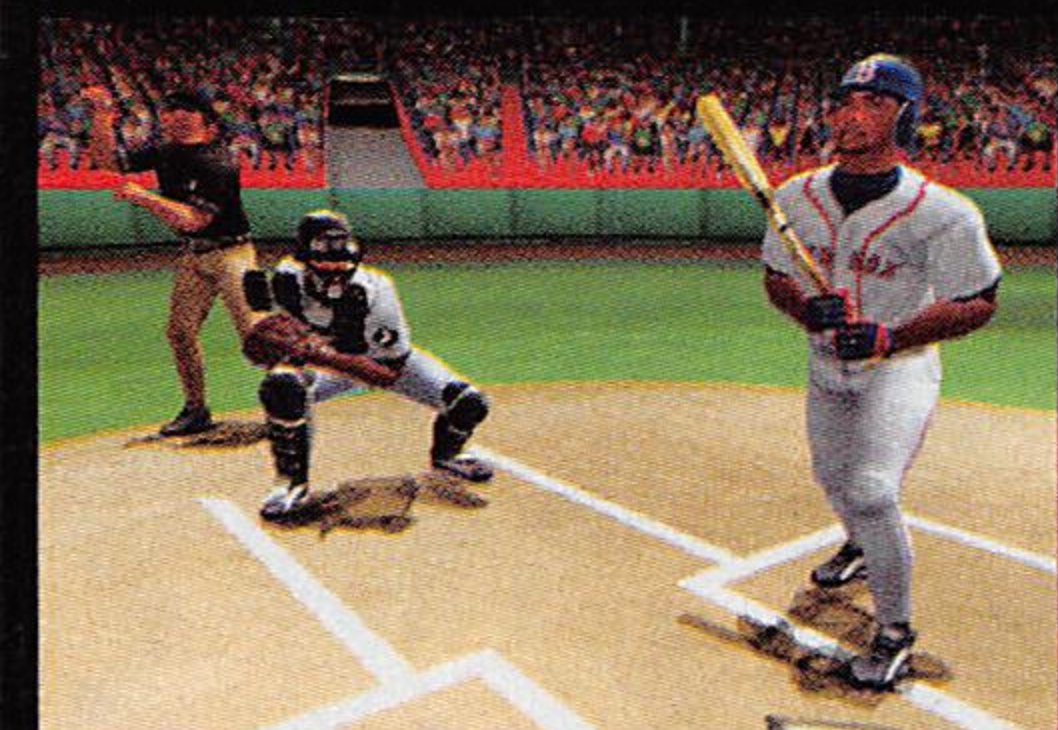
Would play for free.

Has never caught a ball, but always brings a mitt.

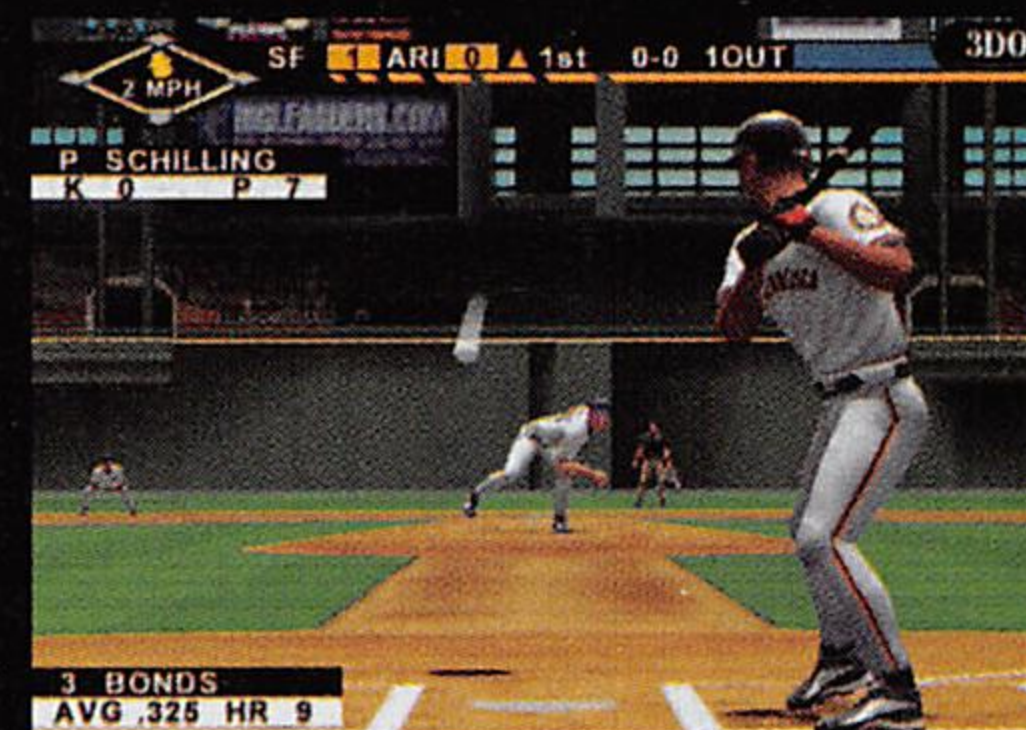
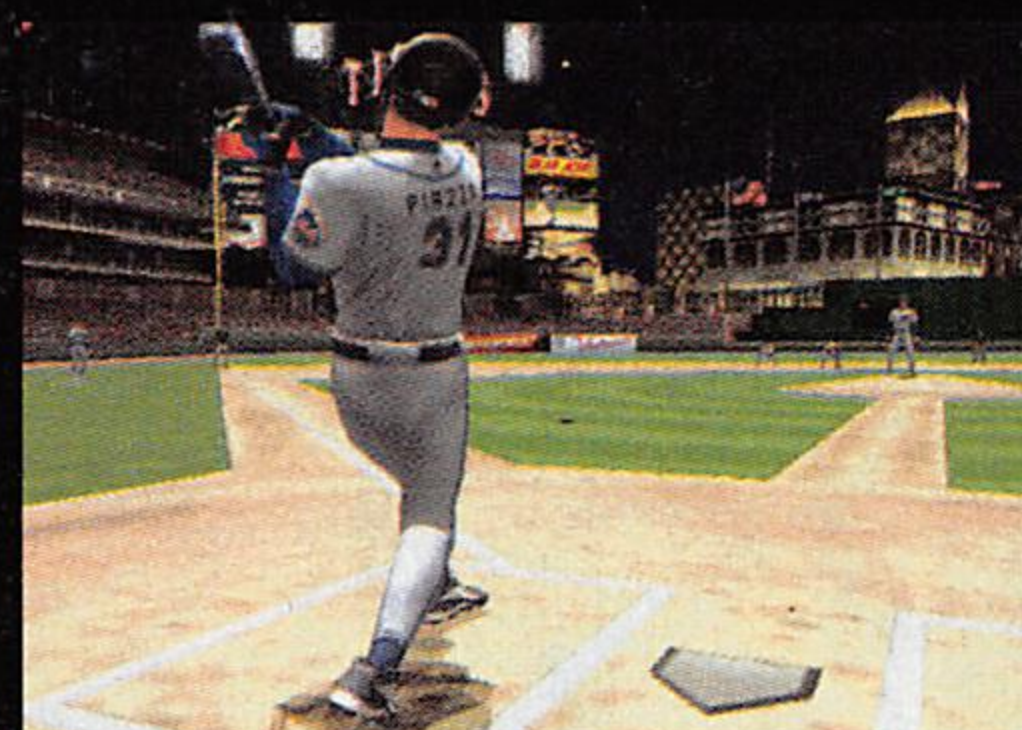
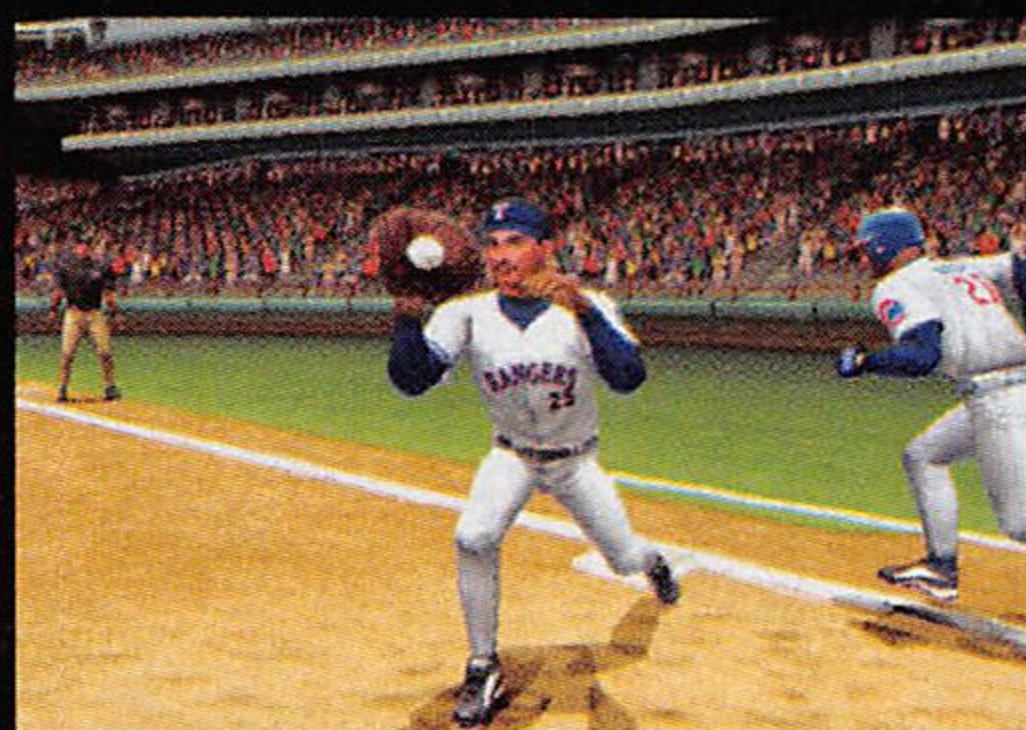
Understands the infield fly rule.



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Screenshots from Xbox™ video game system



Screenshots from PlayStation®2 computer entertainment system



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PlayStation®2



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Can name the farm teams. Double-A, too. Heck, Single-A.

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**"This is the only next-generation title that realistically re-creates every facet of the game."**

*— EGM (March 2002)*

**"Console baseball's first grand slam."**

*— OPM (March 2002)*

- New graphics include all new, motion-captured animations
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## EDITOR'S LETTER

### You wouldn't like me when I'm angry...

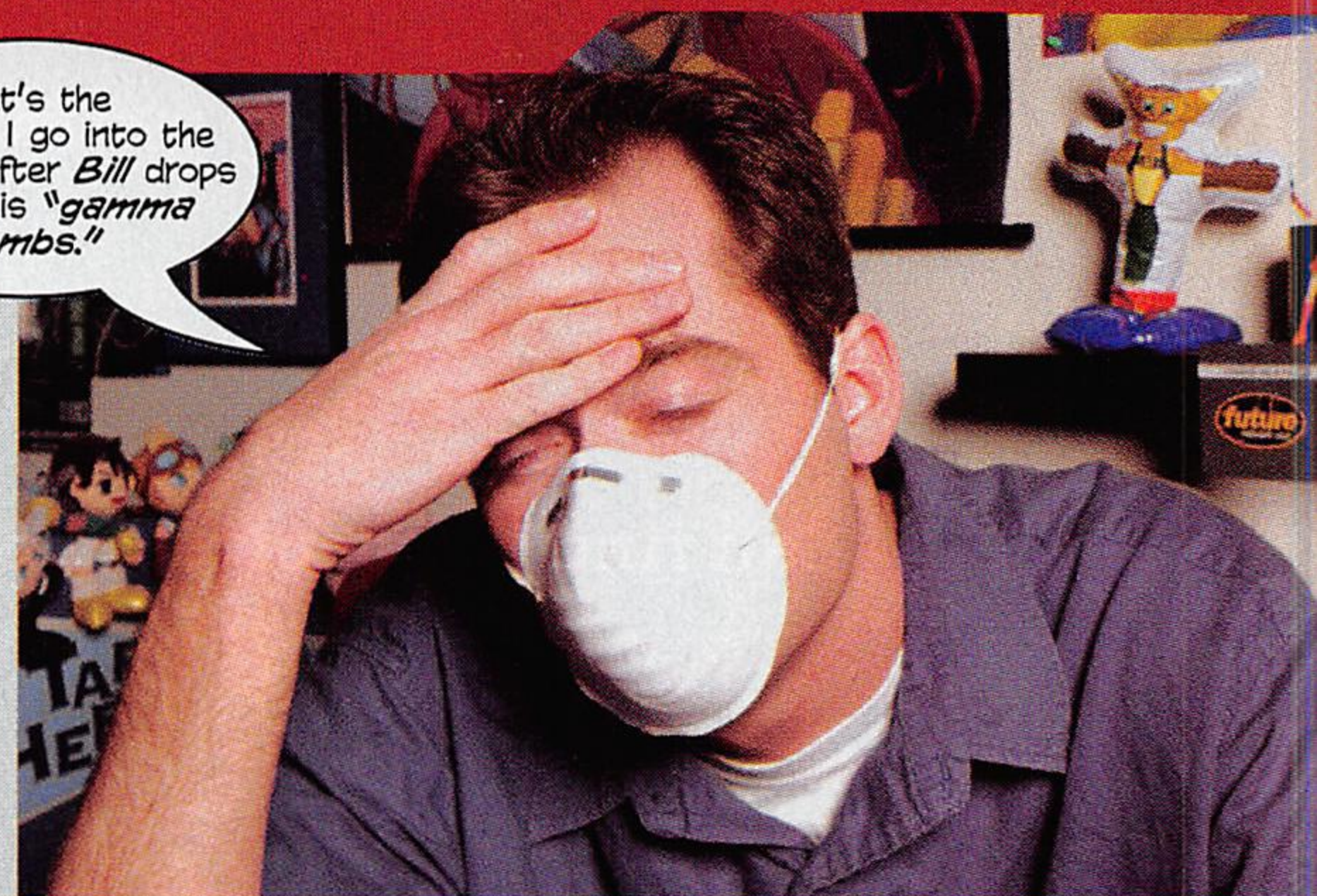
**N**o, I don't turn big and green or anything like that, but I'm told that I make this annoying little wheezing noise that's just really lame. Anyway, back on topic...

Contrary to Bruce Banner's famous TV line "Don't make me angry, you wouldn't like me when I'm angry", people *love* it when he gets all huffy-puffy—it means the Hulk gets to smash stuff in various entertaining ways.

So, like everybody else I can't *wait* to see Hulky's new movie, especially after playing his PS2 game for the past couple weeks. This is one of those rare instances where a game maker has actually built a game around a character's abilities, rather than stuff him into a generic action game to make a quick buck.

Check out our exclusive first look at the green goliath over on page 48, or I'll get angry... (*wheeze, wheeze!*) **CHRIS SLATE**

That's the *last* time I go into the restroom after *Bill* drops one of his "gamma bombs."



**CHRIS SLATE** Editor-In-Chief

**LIKES:** Adventure games, platformers and everything else

**HOBBIES:** Comics, hoops, Chilli, movies, anime, DVDs, drawing

#### What makes you angry?

When people claim that video-games turn people into murderers and criminals. If I didn't have games to calm me down, I'd have to punish them!

## MEET the TEAM

Ever wonder what a crack team of videogame journalists looks like? ...Aw, c'mon folks, just work with us a little, here...



**STEPHEN FROST**  
SENIOR EDITOR

**LIKES:** Fighters & Lovers  
**HOBBIES:** 80's Rock Ballads

**What makes you angry?** People who hurt other people. I just want to grab them and kick 'em in the... uh, I mean... *hug* them.



**RANDY NELSON**  
REVIEWS EDITOR

**LIKES:** Shooters, Racers  
**HOBBIES:** Building PCs

**What makes you angry?** Nothing. I am as calm and serene as a buddhist monk, living life as a... a... ARGH! What's that word?! DARN!



**ERIC BRATCHER**  
ASSOCIATE EDITOR

**LIKES:** RPGs, Weird Imports  
**HOBBIES:** Food Sculpture

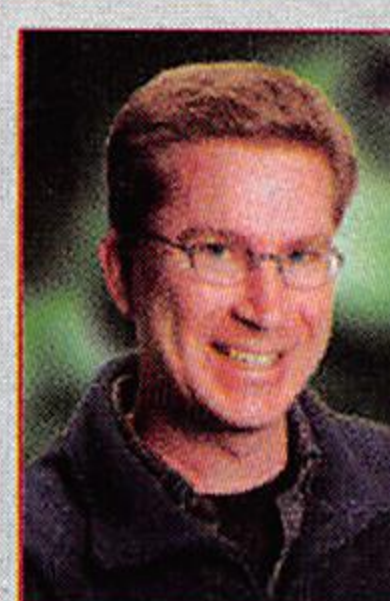
**What makes you angry?** Bad drivers. If you cause an accident and kill me, I will be waiting for you at the pearly gates—and it's *on!*



**BILL DONOHUE**  
MANAGING EDITOR

**LIKES:** polish-pope.com  
**HOBBIES:** Selling CDs!

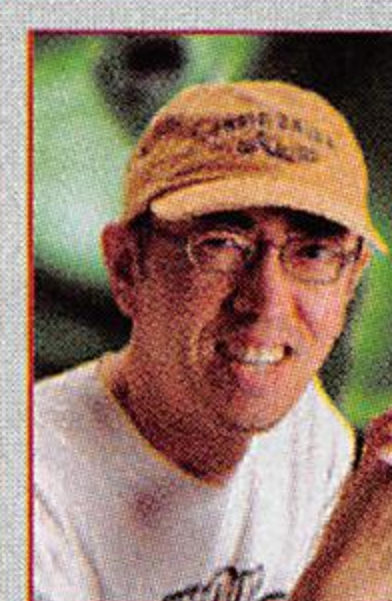
**What makes you angry?** The list is long and varied, as most of you who know me realize, but number one on the list has to be RPGs!



**DAN FITZPATRICK**  
ART DIRECTOR

**LIKES:** Fruit-flavored Tums  
**HOBBIES:** A DVD every day

**What makes you angry?** Forgetting my sunglasses. The sun is so bright! It hurts! And my kid keeps hiding the remote control.



**GARY LIEW**  
ASSOCIATE ART DIRECTOR

**LIKES:** That fresh feeling  
**HOBBIES:** Riding dryers

**What makes you angry?** I am being very calm now, but if you ask me that question again, I am to be hurting you drastically!

## ON THE COVER

**S**pider-Man, Daredevil, Batman—they're all cool, but none of 'em could walk up and punch a *tank*. That's why we're especially fond of the Hulk, and why we couldn't be more excited to bring you this exclusive look at the game based on the new movie!







**Conceived by the creators of "The Matrix Trilogy"  
as an explosive prelude to "The Matrix Reloaded"**

# FINAL FLIGHT OF THE OSTRIS

**is a visionary ten minute short film powered by cutting edge CG-animation  
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**It will premiere with the release of "Dreamcatcher"  
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MARVEL

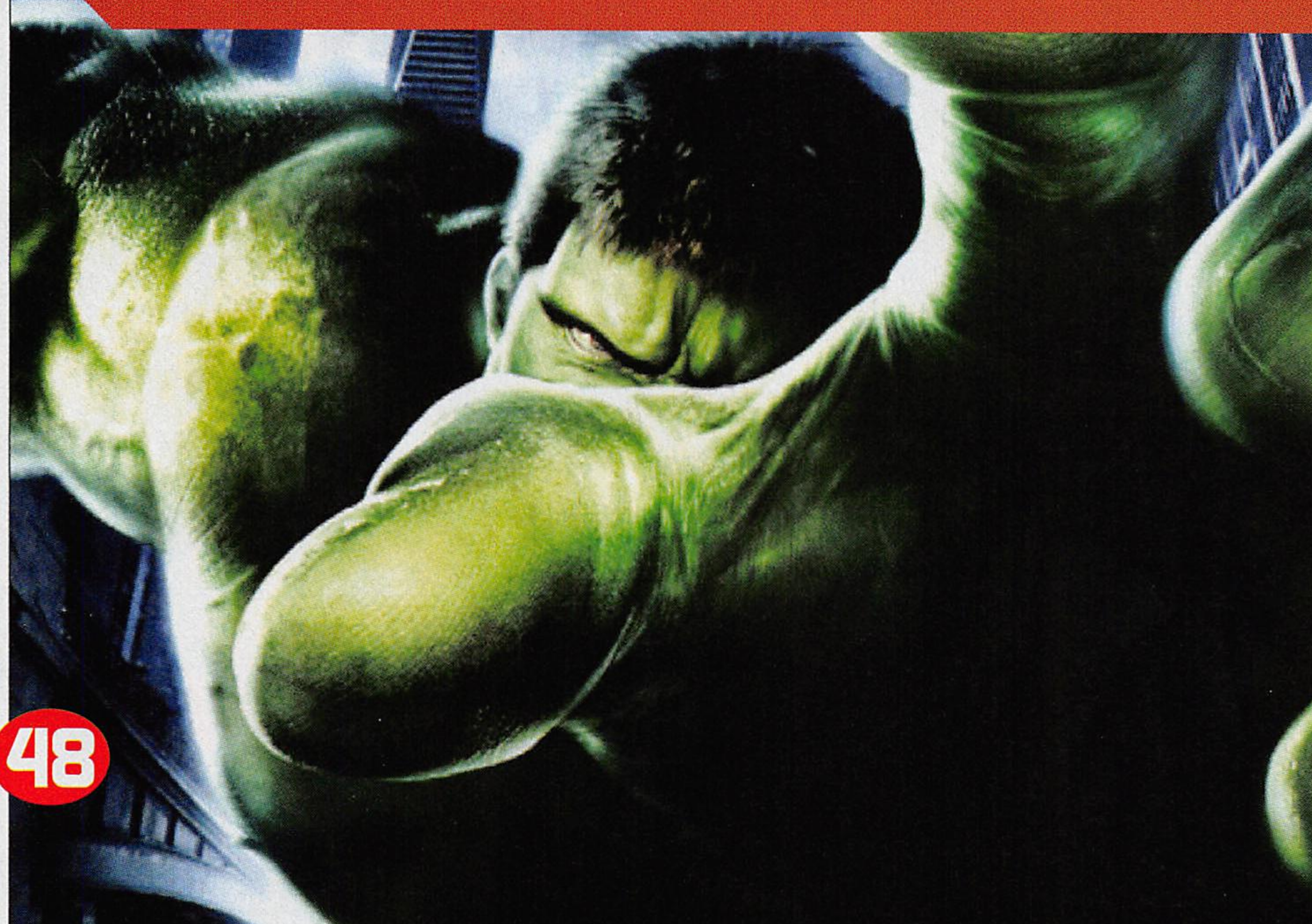
ACTIVISION<sup>®</sup>

Screenshots taken from PlayStation<sup>®</sup>2 computer entertainment system gameplay.

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activision.com





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## HULK SMASH!

**W**e've got your **EXCLUSIVE** first look at the only guy who trashes more city blocks than *Raiders'* fans. Turn to page 48 **NOW!**

<< HULK SAY GRAPHICS PRETTY... EVEN PUNY HUMANS AND TANKS THAT TRY TO HURT HULK >>

## Def Jam VENDETTA Strategy

**You're tough, but we'll make you tougher.** Turn to page 82 for the 411, yo!

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## TENCHU 3 STRATEGY

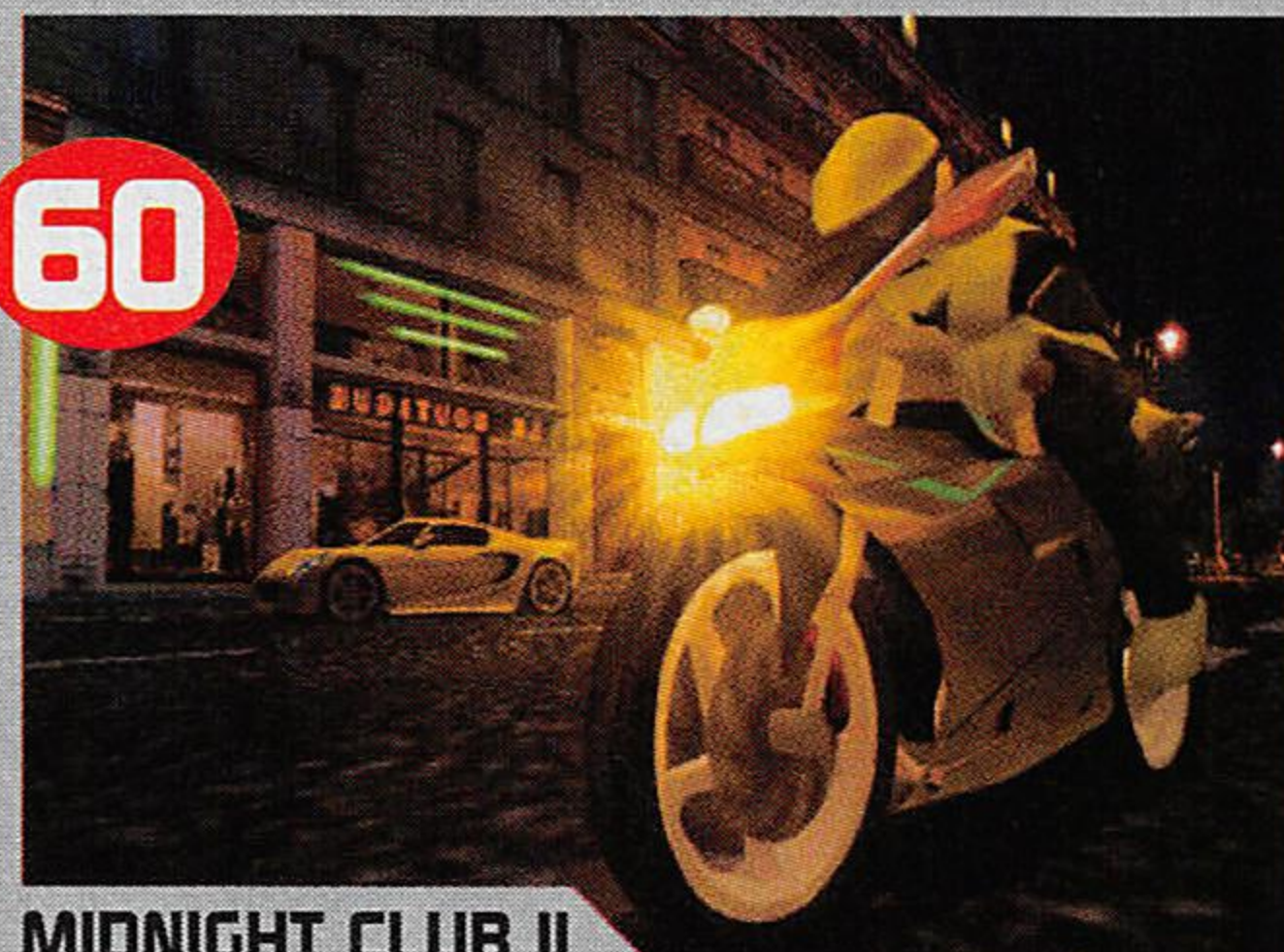
Ninja are sneaky, and evil ninja are even sneakier. If you're going to out-sneak them, you'll need the super-sneaky tactics in our sneaking guide.

90



## FEATURED PREVIEW

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### MIDNIGHT CLUB II

Now the choice is yours—four wheels or two? You'll burn a lot of rubber either way!

66



### AUTO MODELLISTA

The release date is getting closer, but we couldn't resist just one more look...

68



### CHAOS LEGION

Badly outnumbered? Just summon up the *Chaos Legion* and kick some serious butt!

70



### SILENT HILL 3

Can a quiet small town have too much blood... or gore... or horror? We think not!



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Get mean, get green, and get all the lunch money! pg. 48



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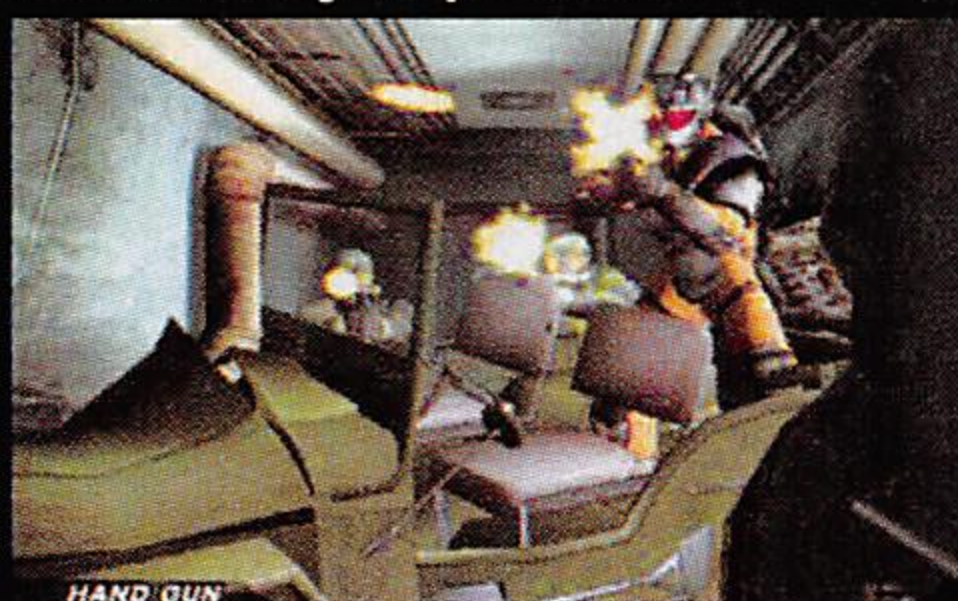
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Time Crisis 3 revealed... and it looks really impressive!



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It's us versus them! Actually, it's more like you versus them...

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The world's most accurate, in-depth game reviews

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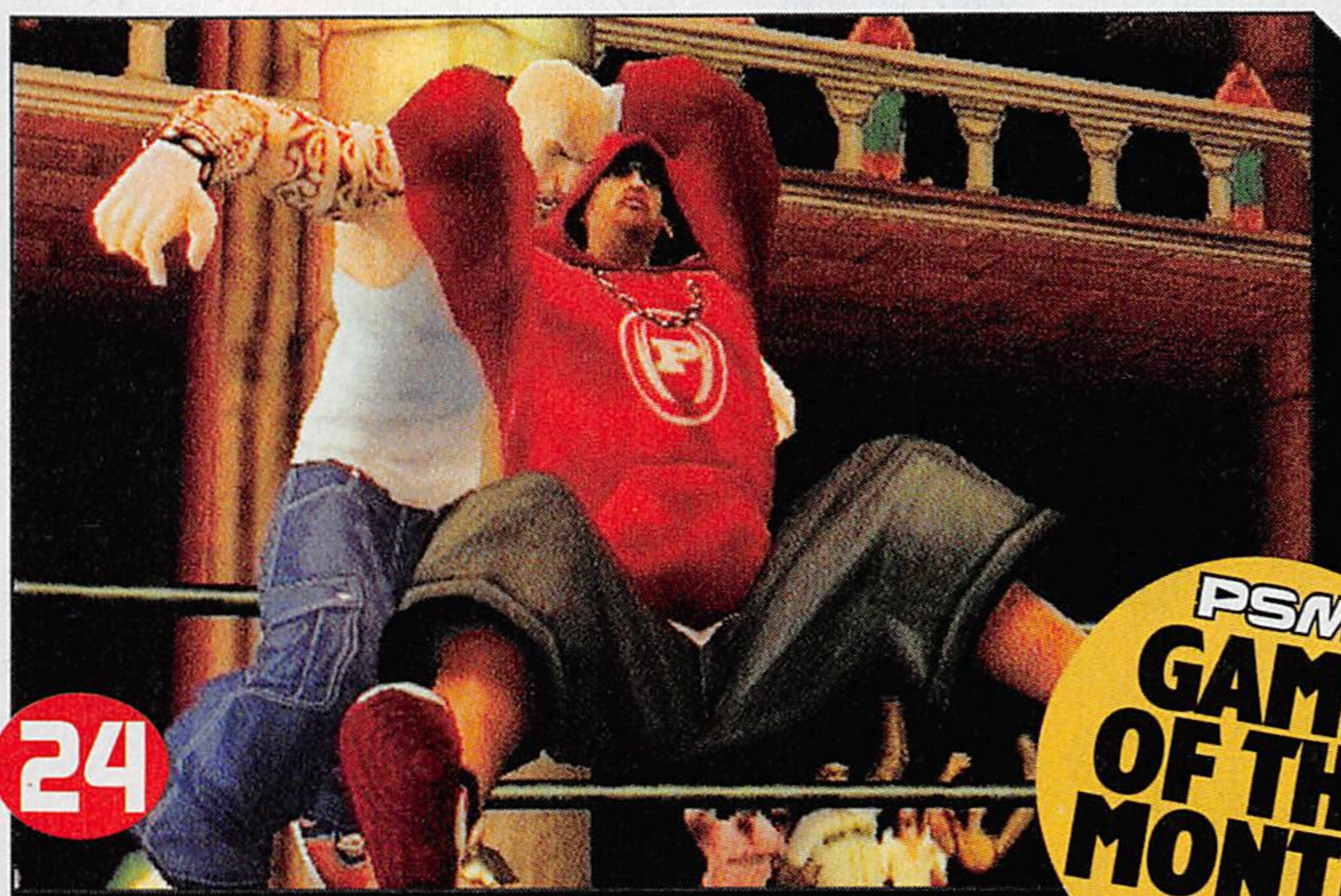
Tips, guides and cheats that will make you a winner

### DEF JAM VENDETTA

A veritable gangsta's paradise

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IS BACK... AS AN **ONLINE**  
**RPG!** >> pg. 17



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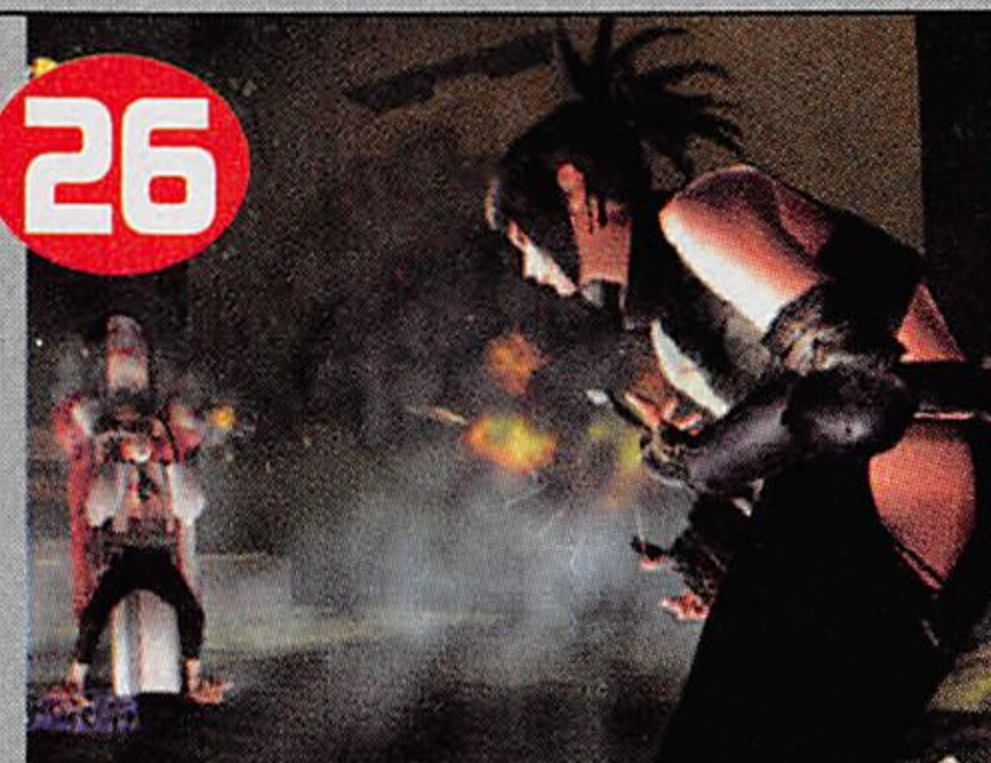
PSM  
GAME  
OF THE  
MONTH

### Def Jam VENDETTA

Some of hip hop's hottest rappers fight it out in a no-holds-barred slam fest. Think you've got what it takes to win?

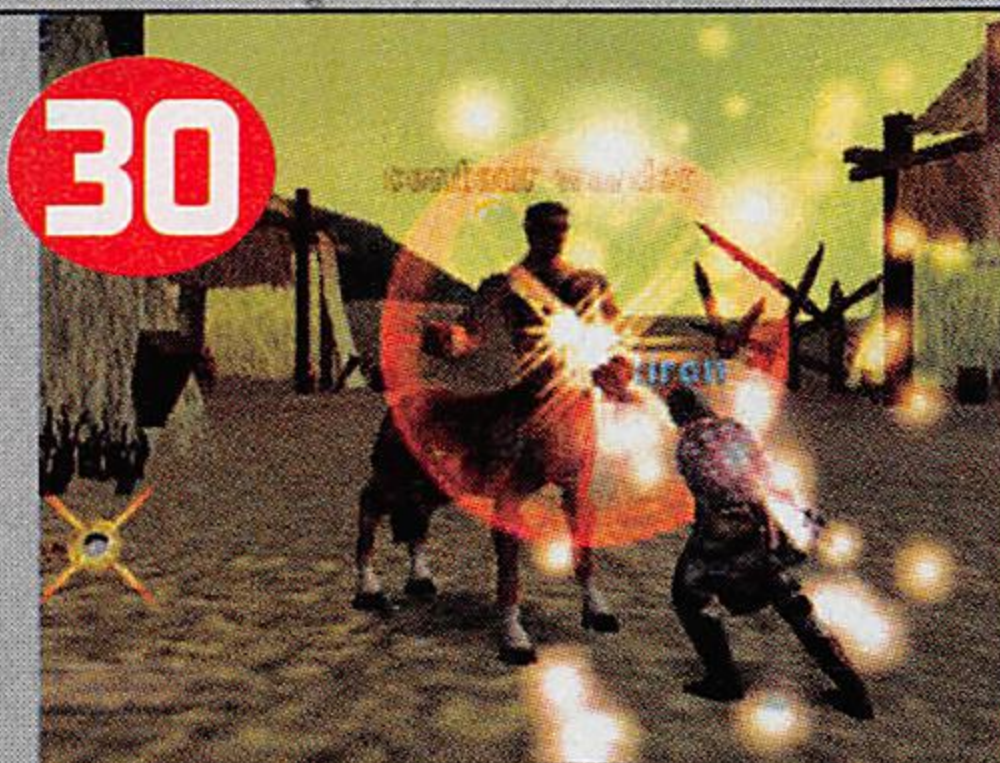
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▲ **TENCHU 3** Stealth is the name of the game—are you ready?

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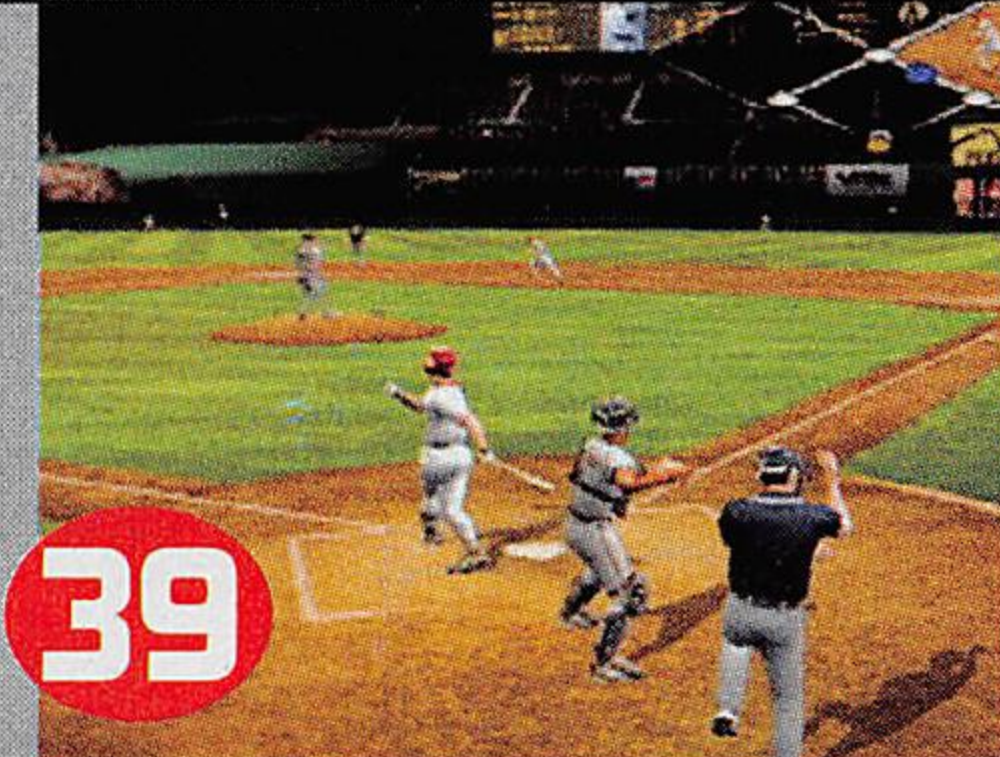
▲ **EVERQUEST ONLINE** It's just you against 8000 other gamers!

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▲ **RAYMAN 3** The limbless one returns, but can he innovate?

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▲ **MVP BASEBALL 2003** It's time once again... Batter up!

### THE PSM MISSION STATEMENT

PSM is the magazine for the gaming elite—the hardcore gamers that support and drive this industry. This is *not* a “mass-market” magazine. We don’t focus on “fun for the whole family,” or waste space interviewing movie stars that have nothing to do with games. That’s just not what we’re into.

PSM is also proudly independent. We have no official corporate sponsor, so you can trust that our reviews and opinions will always be 100% our own. Our readers always come first, and we would never, ever betray your trust. This is our promise to you, the hardcore PlayStation 2 gamer, who deserves nothing less. Now let's get this issue going!



w h e n   y o u   c a n   d o   e v e r y t h i n g ,   t h e



Take the first step in the sequel to one of the most epic quests ever: Dark Cloud 2. Create weapons. Invent gadgets. Restore the future by rebuilding the past with an enhanced Georama system that puts the fate of the world in your hands. Customize homes, surroundings and towns with virtually infinite possibilities, then see how they affect the future. But beware: Every action has a consequence.

PlayStation 2



Violence



h a r d e s t   p a r t   i s   d o i n g   a n y t h i n g .



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FIRST LOOK

## Time Crisis 3 REVEALED!

*Namco takes the wraps off its latest arcade blaster—can a PS2 port be far behind?*

**T**ime Crisis—it's a name right up there with the biggest series in the PlayStation universe. Now Namco, the series' creator, has rolled out a third iteration. Destined for arcades initially, the game will inevitably make the move to PlayStation 2... and we've got first details.

Running on the PS2-based System 246 architecture, *Time Crisis 3* leapfrogs last year's PS2 update of *Time Crisis 2* visually, but is set to be much more than a cosmetic upgrade. The series' two long-time male heroes are being joined by a third, female character, but the more significant addition is the ability to switch between



▶ Both returning characters sport new looks; if looks could kill, their new female sidekick would be behind bars.



four different gun types on the fly, including the basic pistol, an Uzi, a shotgun, and a grenade launcher. Run out of ammo for one, and you can switch to a backup.

The levels are promised to be more varied, spanning an island and presenting unique challenges. Enemies will attack on motorcycles, in jeeps, while parachuting, and more. One sequence shown so far has players chasing enemies in jeeps through a series of hair-raising turns and jumps. It's not completely innovative, but definitely thrilling.

The coin-op version of *TC3* is set for later this year, which will likely lead to a Japanese release on PS2 early next spring. Expect more as details on the home port emerge.



▶ There doesn't look to be a huge visual leap over the PS2 port of *Time Crisis 2*, but the addition of new weapon types and more diverse action sequences should help this sequel stand apart from its predecessors.



### WHAT DO YOU THINK?

This month we asked visitors to [www.psonline.com](http://www.psonline.com) which feature should be added to lightgun shooters. It was a pretty close race, but "freedom of movement" won by a comfortable margin. People just want to be free!

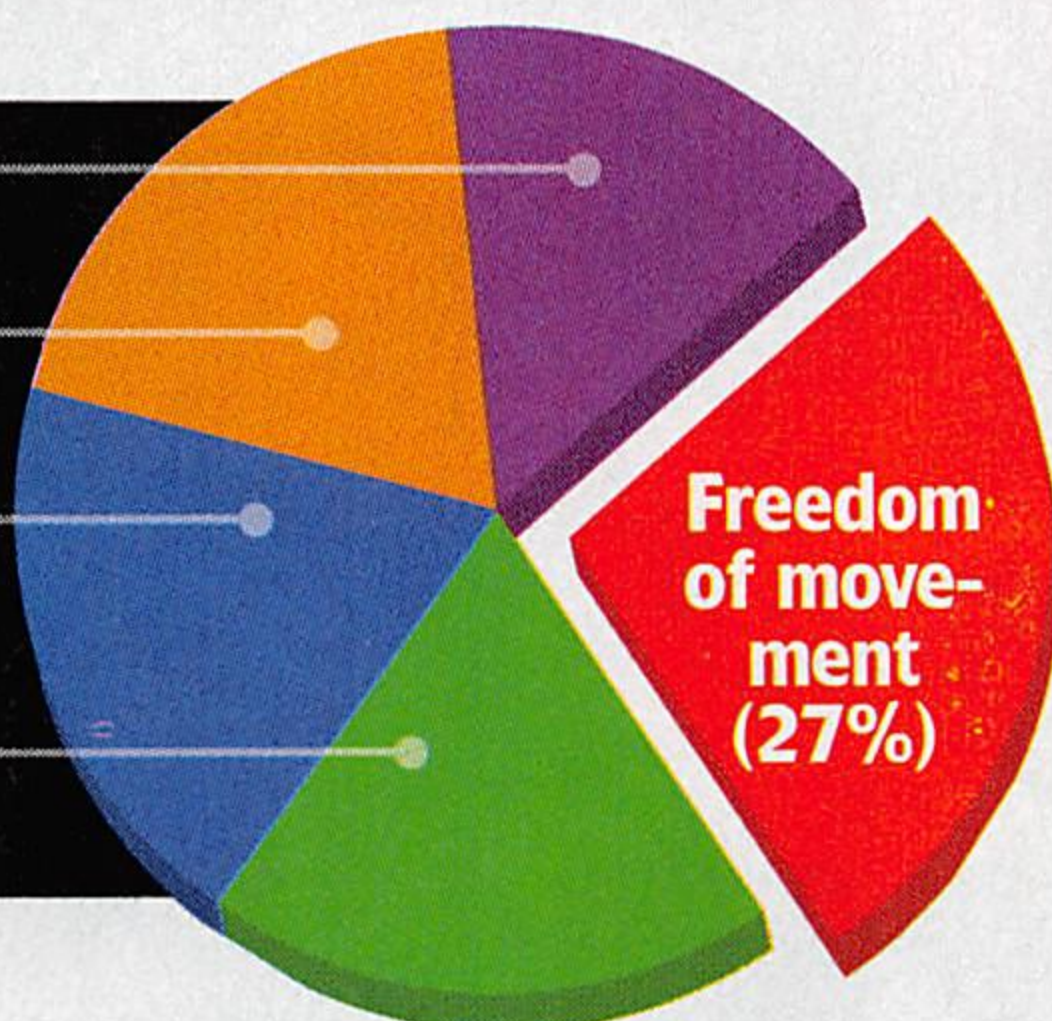
3-4 player mode (15%)

Online play (19%)

Cooler weapons (19%)

More storyline (19%)

Freedom of movement (27%)





<< **GHOSTS 'N GOBLINS, BACK FROM THE GRAVE... AS AN ONLINE, MASSIVELY MULTIPLAYER RPG! >>**

**NBA JAM 2004**

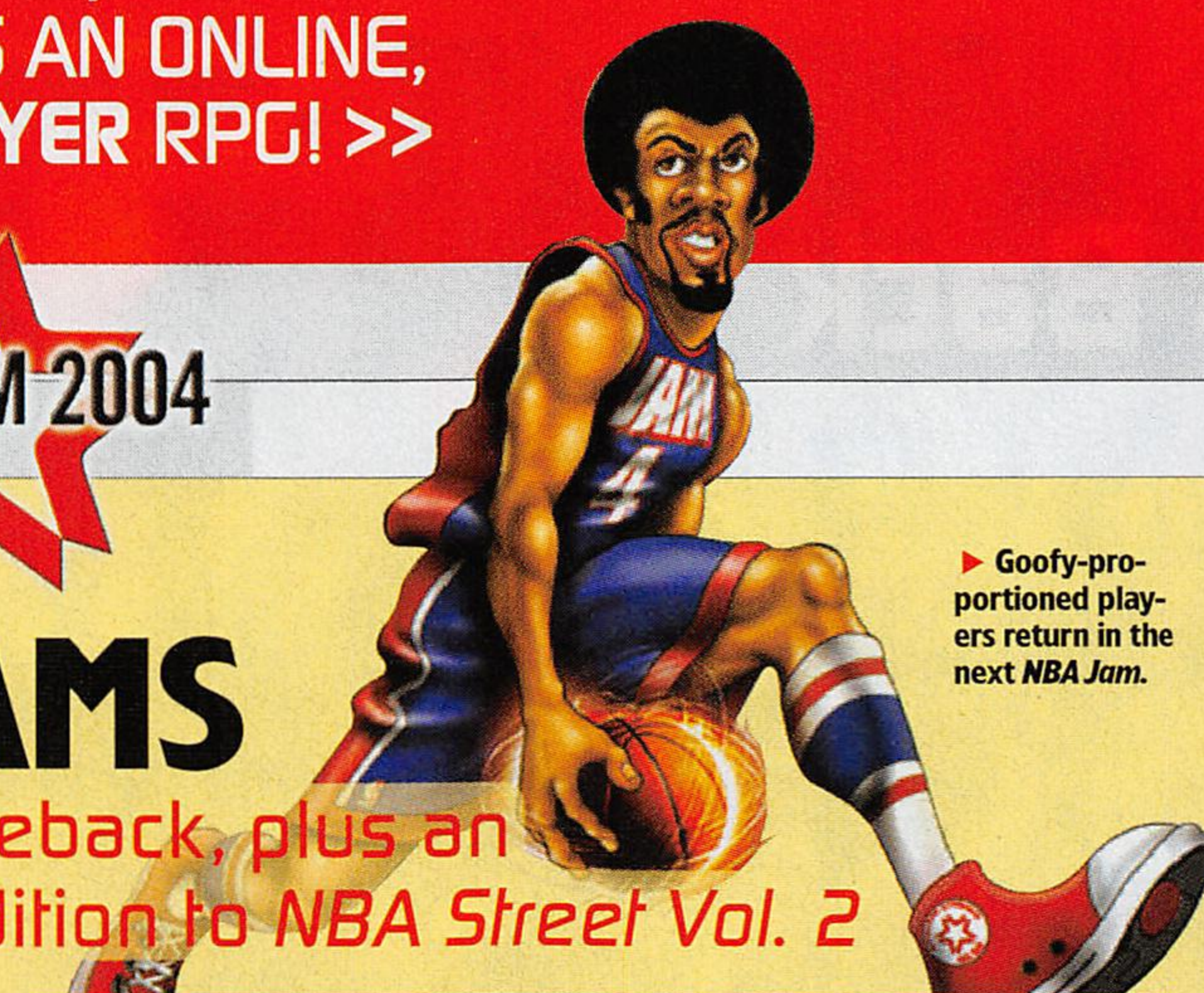
GAME UPDATE

## SLAM 'N JAMS

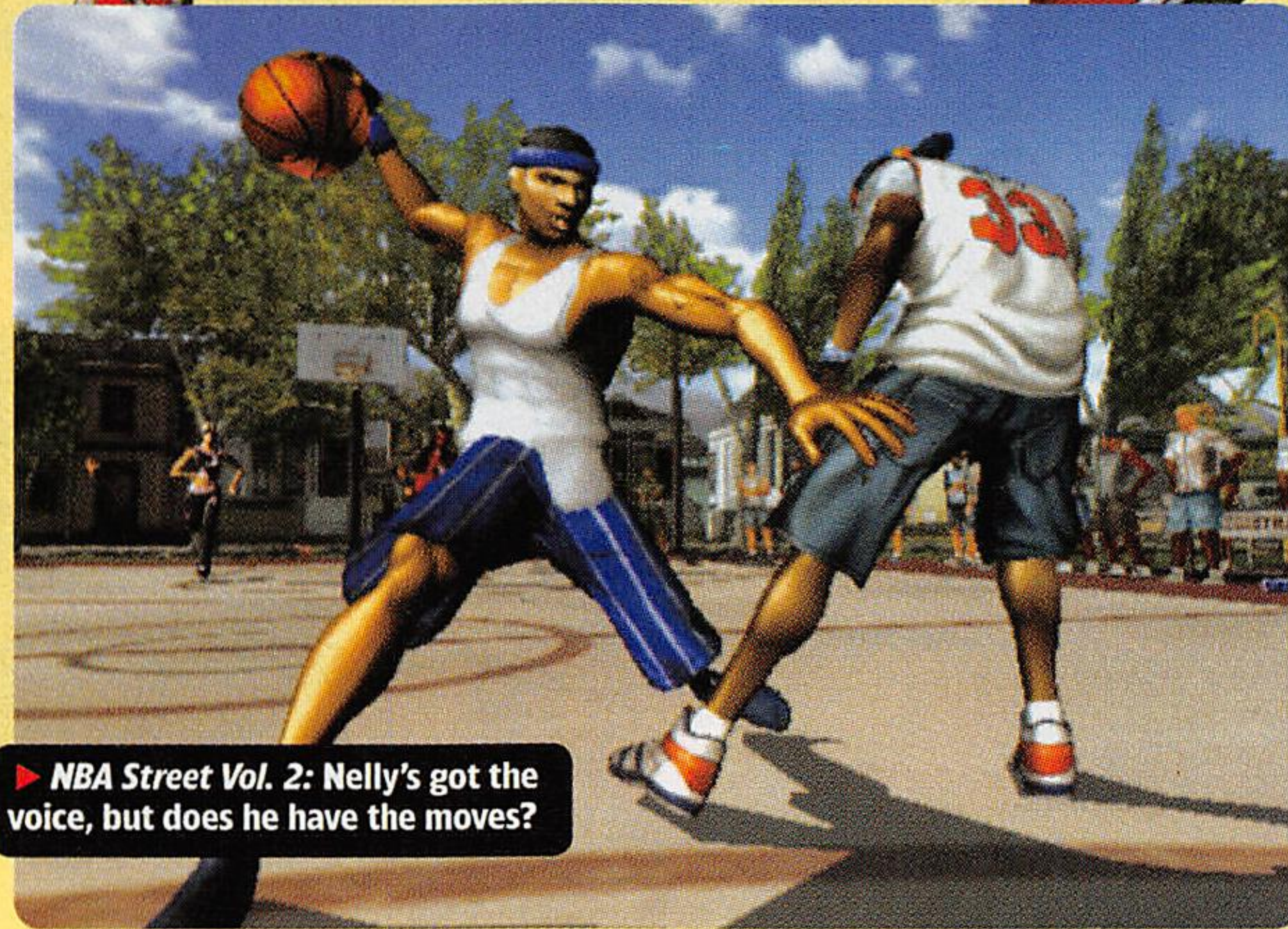
**NBA Jam makes a comeback, plus an unexpected roster addition to NBA Street Vol. 2**

It's an interesting month for b-ball fans. First off, Acclaim has announced that it's bringing one of the very first "extreme sports" franchises off the bench to play on the PS2 court. *NBA Jam 2004* will bring the series into full 3D, replicating the 3-on-3 arcade-style gameplay of the original games while adding motion-captured signature moves and a full create-a-player mode. Look for the game to hit stores sometime in October.

In other hoops news, EA Sports BIG is adding well-known hip-hop artist Nelly to the player lineup for its upcoming *NBA Street Vol. 2*. In addition to being a selectable (though likely hidden) character, Nelly also contributed a song titled "Not In My House" to the game's soundtrack. *NBA Street Vol. 2* will ship in May, missing its original street date by a few weeks.



► Goofy-proportioned players return in the next *NBA Jam*.



► *NBA Street Vol. 2*: Nelly's got the voice, but does he have the moves?

FIRST INFO

## GHOSTS 'N GOBLINS... ONLINE?!

**Capcom's classic platformer returns in an unexpected form**

Here's something we'd bet no one ever expected. Capcom recently announced that it was bringing its famous platformer series, *Ghosts 'N Goblins*, back from the grave... as an online, massively multiplayer RPG! Details remain few at present, but it is known that the game is set in the *GnG* universe and stars the son of series hero Sir Arthur. 11 playable character types will be available, with

six "jobs," including fighter, knight, archer, vampire, beast man, and dragon man.

Developed by Game Factory, the game is being readied for release on all platforms and will hit Japan next spring.

◀ It's not much to go by, but the art style looks promising.



HOLY CRAP

## PS3 GRAPHICS EXPOSED!

**Cell processor = cell-shading**



► *Gran Turismo 5*, as rendered by PS3's new hardware cell-shading.

In a totally unexpected move just before we went to press, Sony revealed the true reasoning behind naming the CPU of the next PlayStation the "Cell" processor. Rather than deliver the realistic graphics many are expecting, the chip will, in fact, render all PS3 games using cell-shading, the process by which in-game graphics are made to look like a cartoon.

In the accompanying screenshot, you can see how the effect appears in an extremely early version of *Gran Turismo 4*. PSM has also learned that the PS3 will indeed be backwards-compatible with all current PS2 games, though they too will be fully cell-shaded.

We'll have more on this unexpected development when donkeys fly, since this was merely our April Fool's joke for 2003. ;-)

## NEWSFEED

### >> GUILTY GEAR GOES ONLINE

With *Guilty Gear X2* having just been released in the U.S., developer Arc System Works has already announced plans for the next game in the series. Destined for an undetermined release date in Japan, the third *Guilty Gear* title will be the first to utilize the Internet for online play. That alone should excite fans of the series, and make it one of the first such titles announced for PS2.

### >> NEC GETS BACK INTO GAMES

After a hiatus of more than a decade, electronics giant NEC is returning to the world of videogames. Responsible for the classic Turbografx-16 console, the company will reemerge on the scene as NEC Interchannel and publish games across all platforms. Its plans for PS2 have yet to be revealed, but we'll hopefully see something emerge out of this year's E3. While a 3D *Bonk's Adventure* seems unlikely, localizations of Japanese titles are all but a certainty.

### >> ALIAS GAME ON THE WAY

The lovely (but deadly) Sydney Bristow, triple agent and lead character of ABC's hit TV show *Alias* is coming to PS2. Developed out of the UK at Acclaim's Cheltenham studio, the game will hit shelves this fall and recreate the action and espionage seen in the show—but how it will handle the series' thoroughly intricate plot remains to be seen. Could Solid Snake be in for some competition?

### >> PITFALL HARRY SWINGS ONTO PS2

Having begun life on the Atari 2600, then resurrected on 16-bit systems and PlayStation, the *Pitfall* series is returning once again, this time on PS2. Entitled *Pitfall Harry* (after its lead character), the game will revive much of the vine-swinging and alligator jumping on the original, albeit in full 3D and with traps and puzzles. Developed by Edge of Reality, the game will hit stores this fall.

### >> STAR TREK SHOOTER RESURFACES

Once set to be published by Interplay, the promising-looking *Star Trek: Shattered Universe* has finally found a home at TDK Mediactive. Set in the *Mirror Mirror* universe seen in the *Trek* series, the game mixes familiar starships with agile fighter craft for an all-out shooter in the vein of *Colony Wars*. Now that development is back on track, TDK expects to release the game this summer. Look for a full review in PSM.

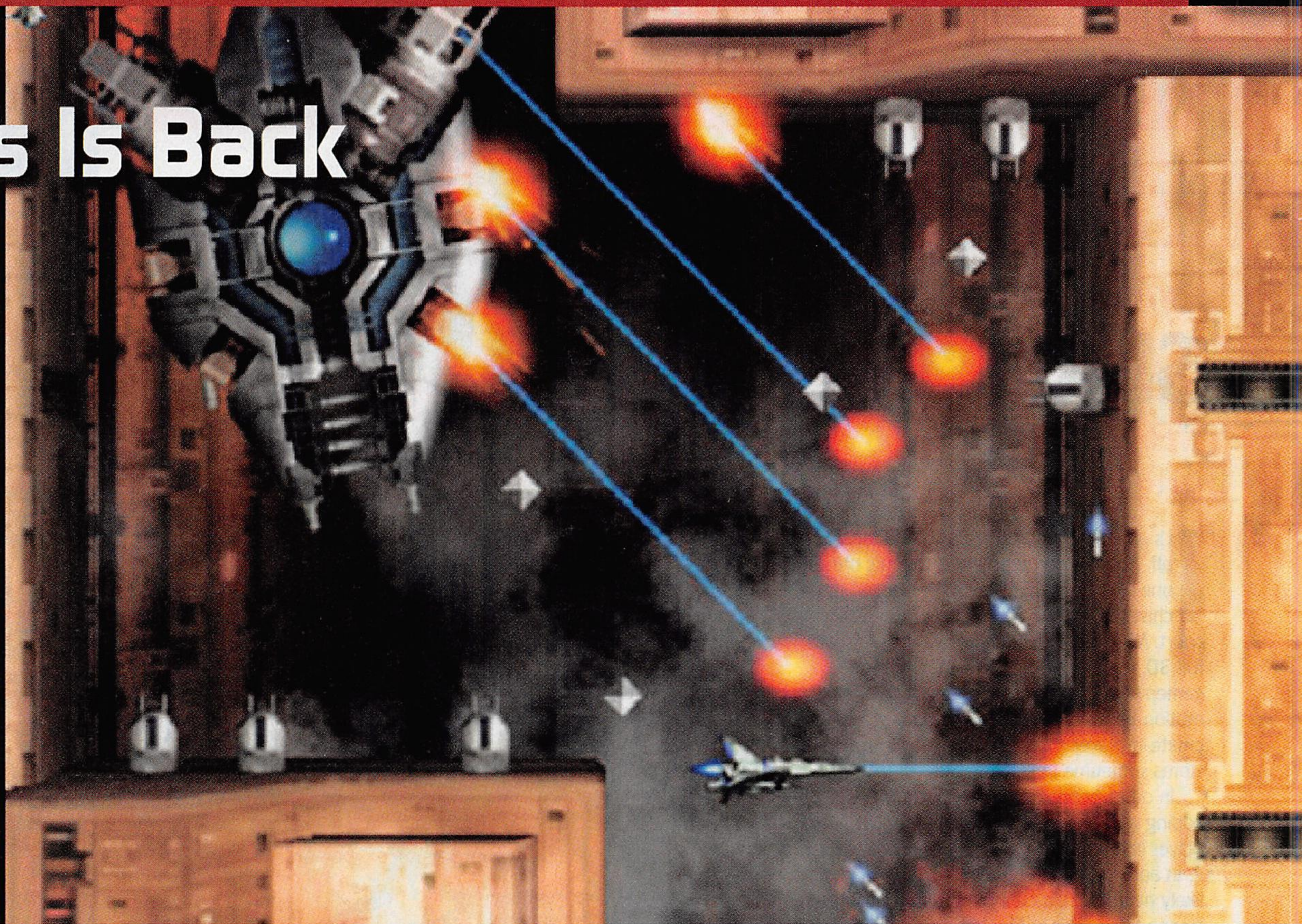


FIRST LOOK

# Gradius Is Back

Konami's classic shooter gets a PS2 facelift

Set for release this fall, *Gradius V* marks the first PS2-exclusive installment of the revered shoot-'em-up, mixing 2D and 3D visuals (ala the recent return of *Contra*). In even more exciting news for fans of the genre, development of the game is to be handled by Treasure, a world-recognized shooter powerhouse—not to mention the same folks responsible for such famed Konami franchises as *Contra* and *Castlevania*. More on this game as we get it!



## VERSUS MODE



**YU  
VS  
YOU**

Paste photo of self here

### ROUND ONE: Background

**Yu:** Famous creator of *Outrun*, *Hang-On*, and *Virtua Fighter*

**You:**

**Advantage:**

**Yu:** Works at Sega; oversees AM2 development division

**You:**

**Advantage:**

### ROUND TWO: In Action

**Yu:** Spends most of his time playing only his own games

**You:**

**Advantage:**

**Yu:** Admittedly isn't very good at playing *Virtua Fighter*—d'oh!

**You:**

**Advantage:**

### ROUND THREE: Bonus Credit

**Yu:** Rubs elbows with Yuji Naka and other big game designers

**You:**

**Advantage:**

**Yu:** May or may not read PSM on a monthly basis

**You:**

**Advantage:**

**WINNER:**

## UPDATED REVIEW

# Dragonball Z: Budokai

A game for the serious fans

It's not often, if ever, that we go back and take another look at a previously reviewed game. However, in the case of Infogrames' *Dragonball Z: Budokai*, we felt that a closer look was warranted. We've had a large number of readers write in about the game, questioning the review and wondering why the game didn't get a higher score. So, since I'm both a *Dragon Ball* fan and a hard-core fighting game master, I thought I would take a crack at the title and share with you my humble opinions.

I would have to say, right off the bat, that this isn't the game for all fighting fans. In fact, if you are even remotely hardcore into the genre, then *Budokai* will probably come off a bit simplistic and sluggish. The graphics, while accurately representative of the cartoons and manga, also aren't going to blow anyone away. However, if you purely are a *Dragonball* fan, then that probably won't even matter to you. You'll be happy to see that you're not just forced to watch the events that unfold... you can actually influence them and play a role in all the major battles.

The game's Story mode is very well-designed with plenty of cut-scenes to enjoy. Though, be advised that the clips cover very large story arcs, and can be a bit confusing if



▲ Yep, it looks just like the cartoon, but dedicated fighting fans will want something more...

you aren't the most dedicated follower of the show. Seeing such a large selection of characters and hearing the accurate voice actors was a nice and very welcome bonus, though.

If it was up to me, I would have included a bit more depth (and a polished training mode), but the *Pokemon*-style ability to collect and trade different character abilities does add a considerable amount of replay value. The developers have done a great job of creating an experience that captures the battles, story and excitement of the series. Unfortunately, in the end, the game still needs to be compared to all the other fighters out there, as that's basically what it is. And, in this case, it comes off too unrefined, slightly unresponsive and lacking of very much innovation. Strictly hard-core fighting game fans will want to look elsewhere. To its credit, though, *Budokai* can definitely be a good deal of fun. You just really need to be a big fan of the series in order to truly appreciate it.

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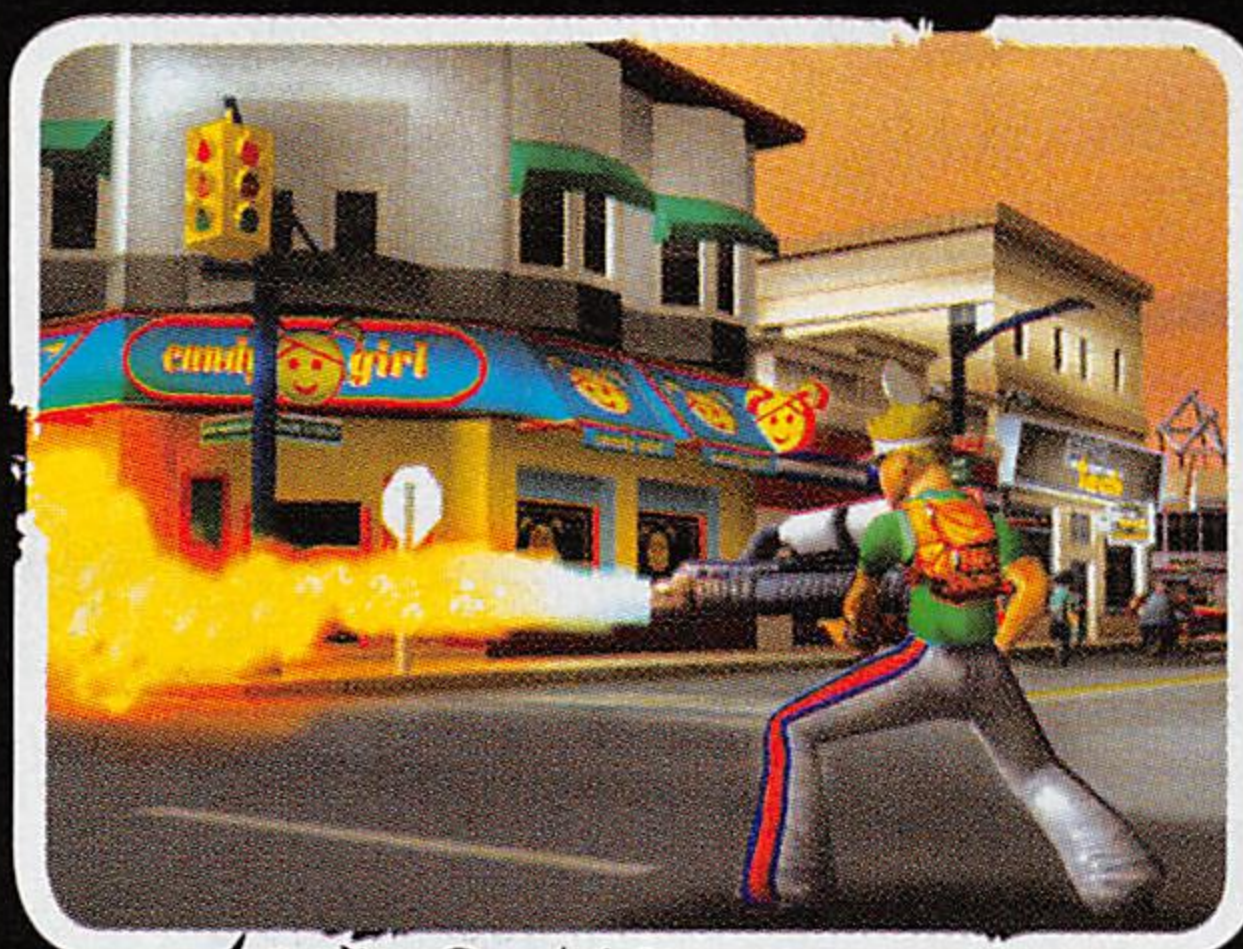
**-GAME INFORMER MAGAZINE**

**"AN IMPORTANT MILESTONE IN  
THE EVOLUTION OF GAMING..."**

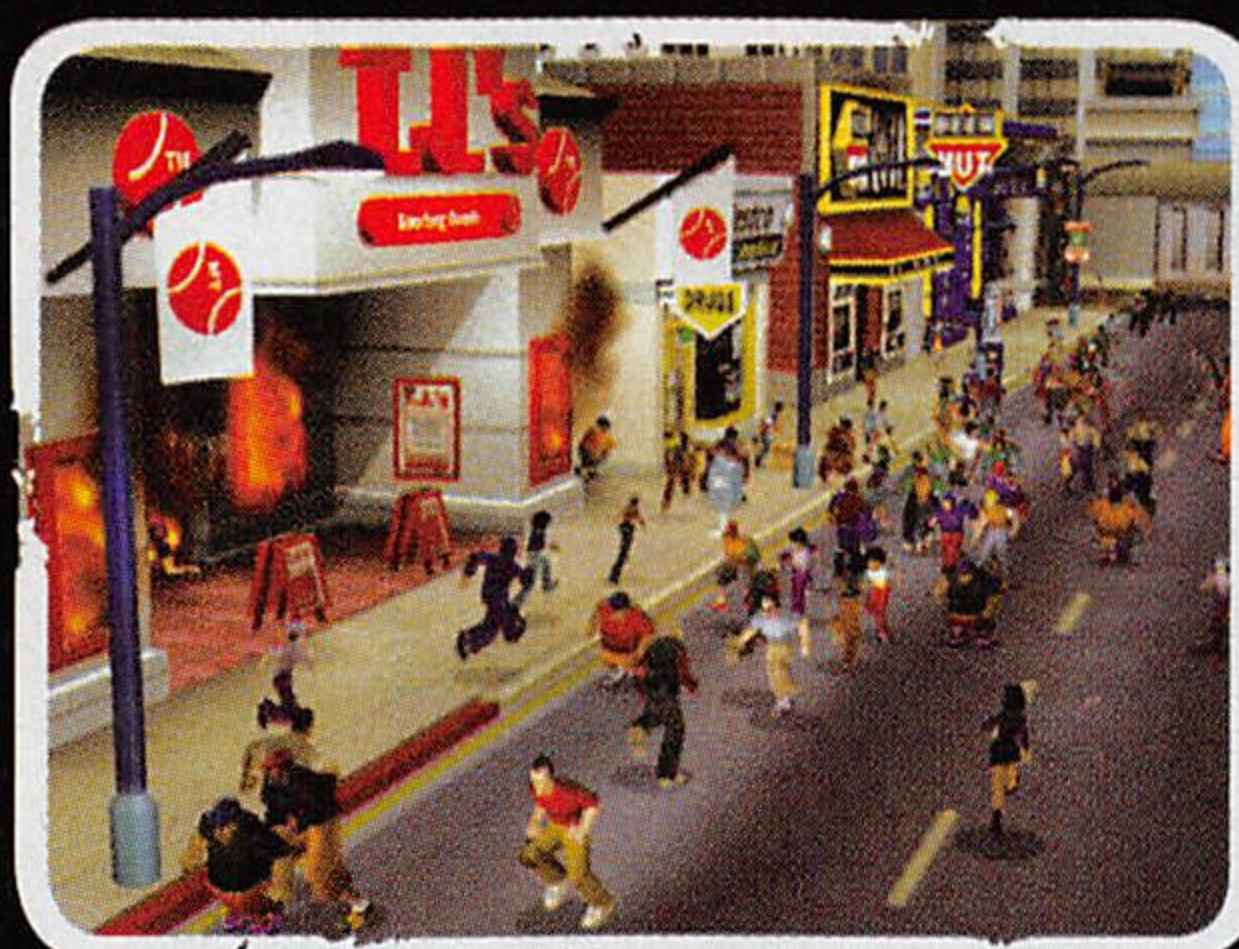
**-PLAY MAGAZINE**

# STATE OF EMERGENCY

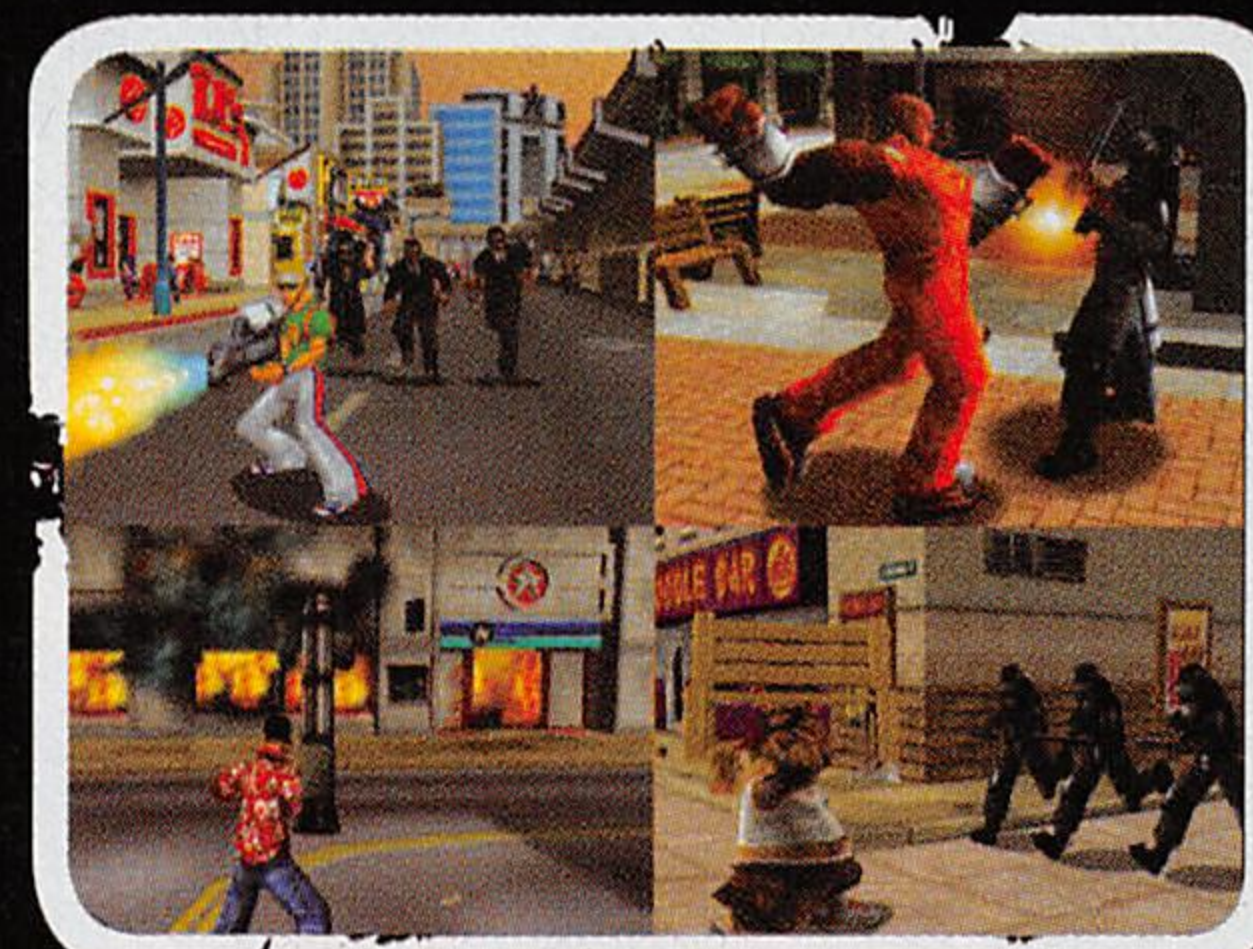
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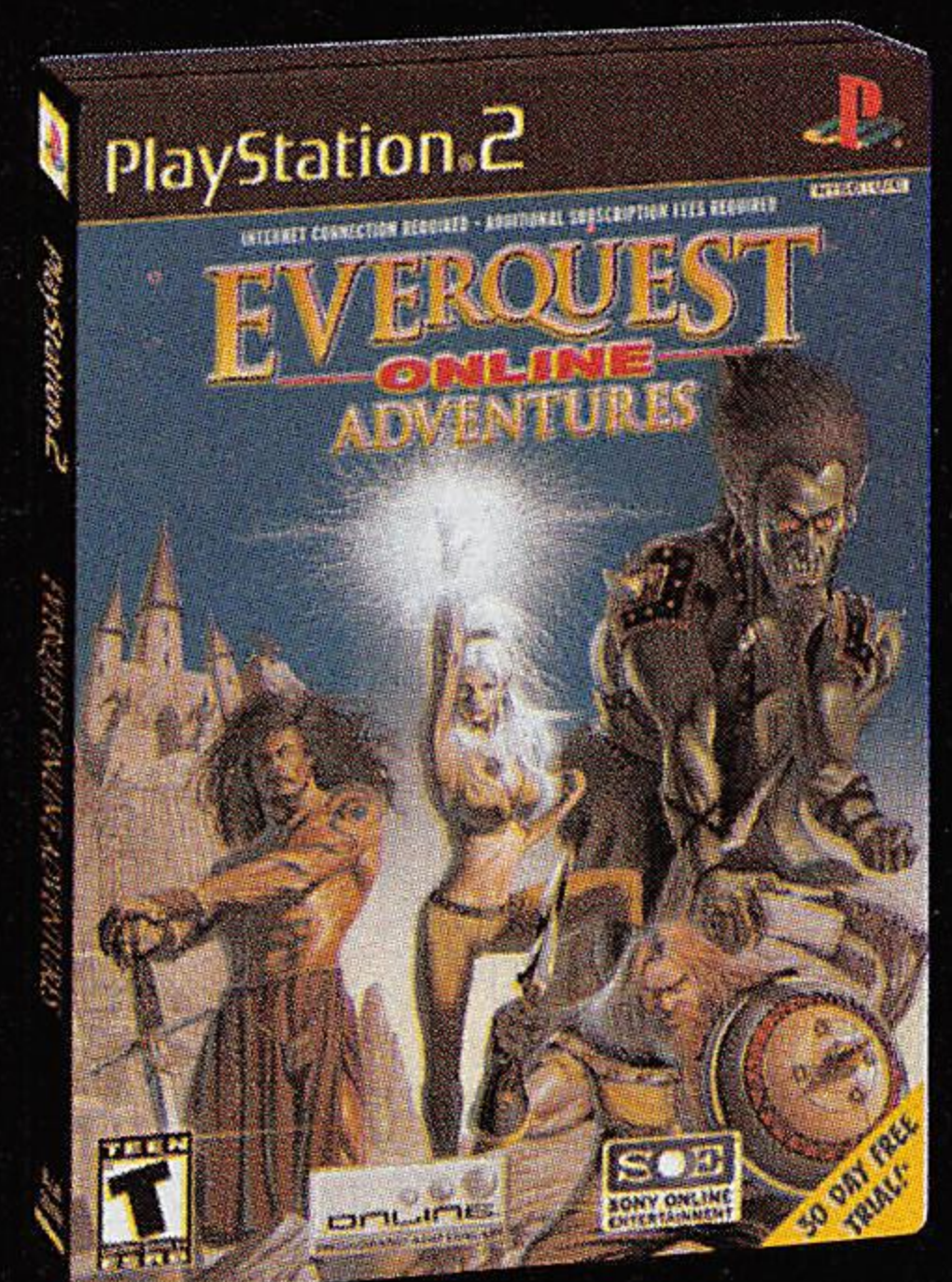
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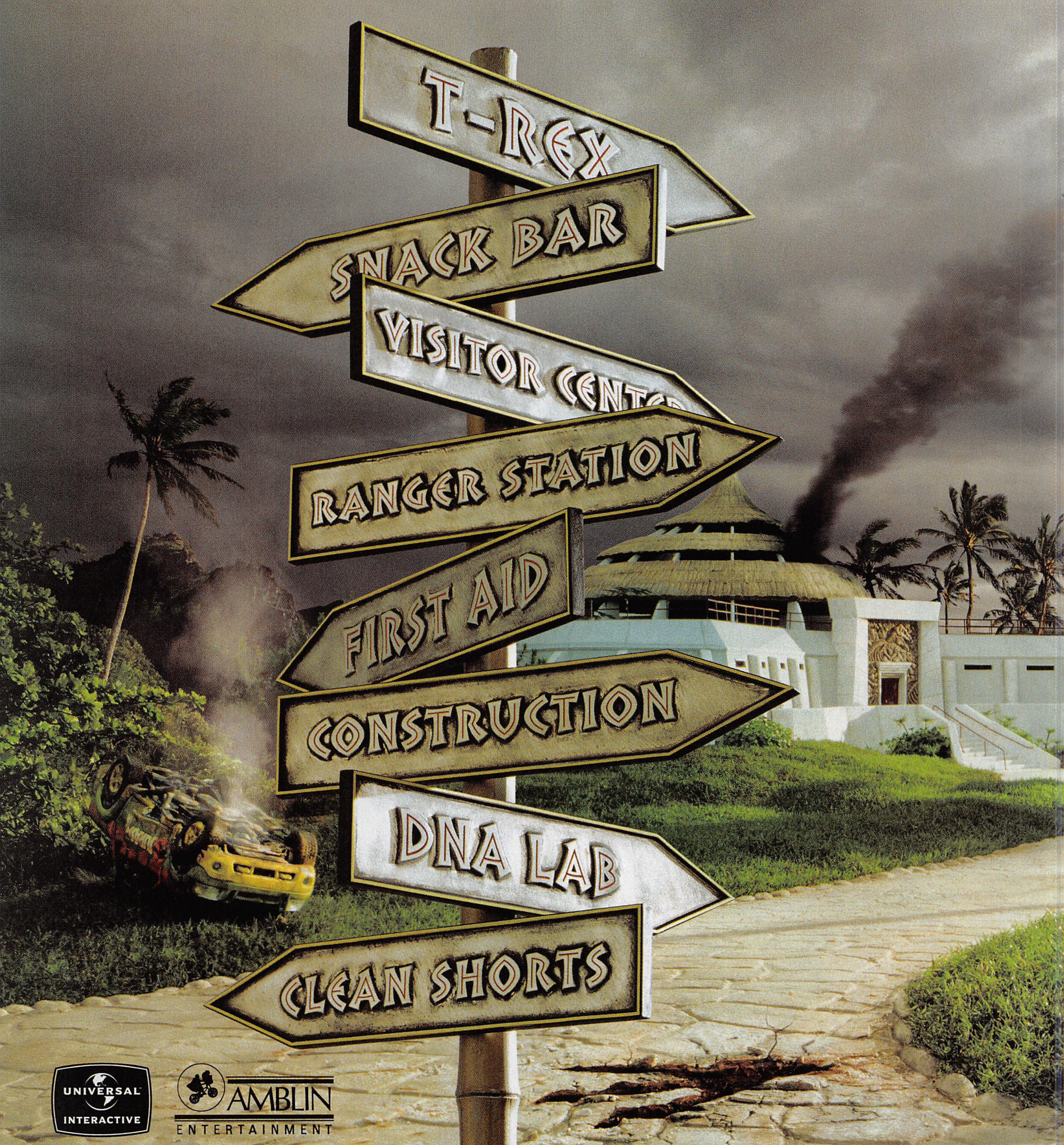
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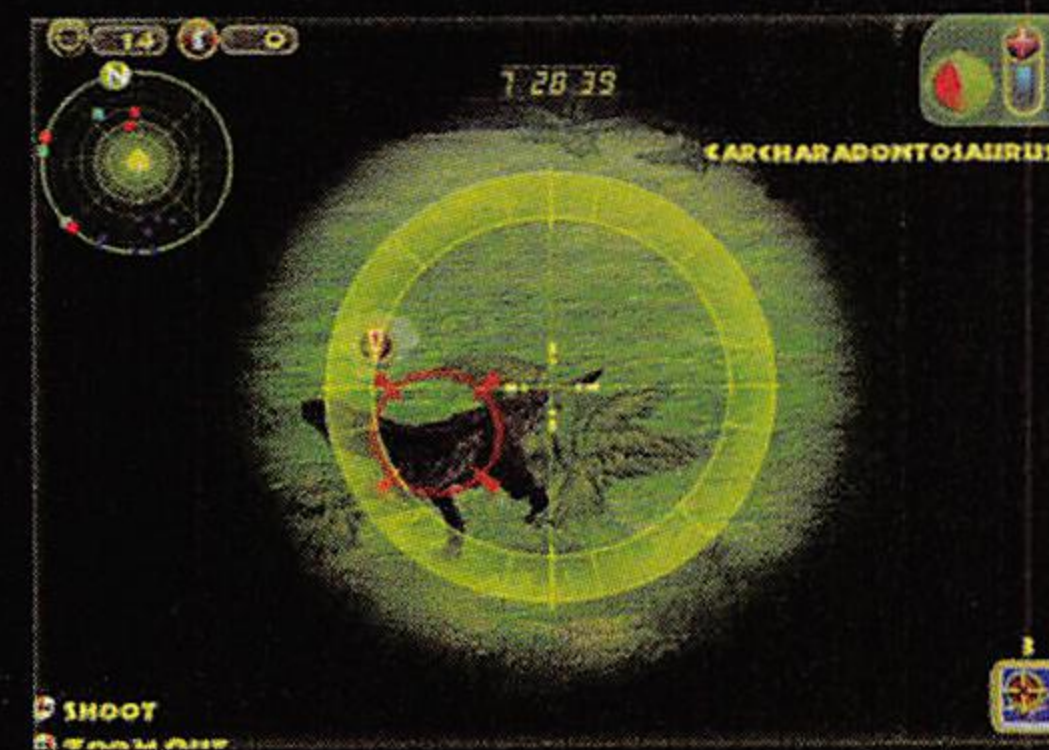
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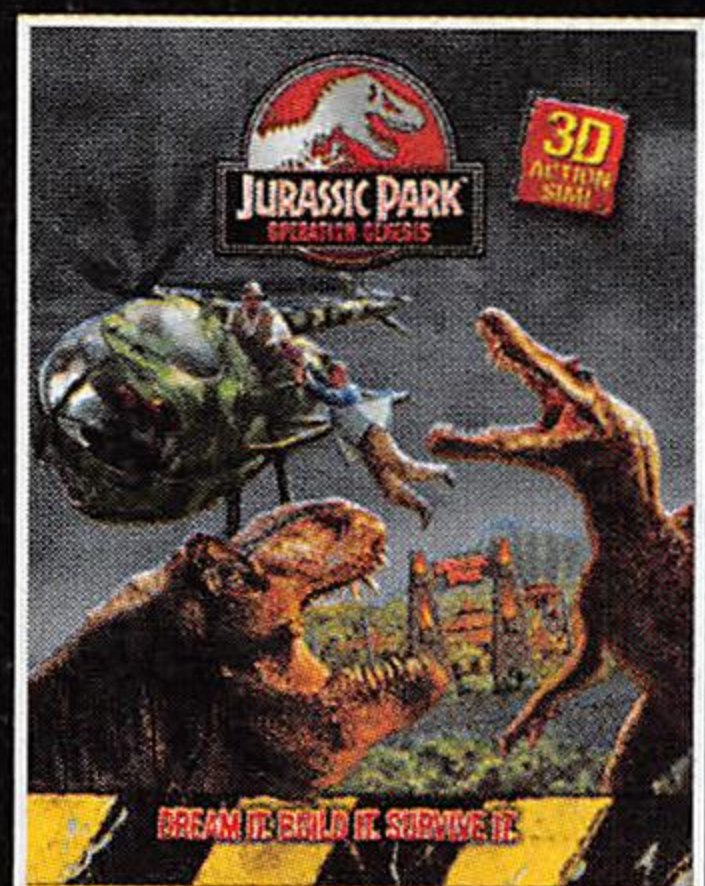
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## SCORING

- 10 CLASSIC**  
A rare gem; Our highest recommendation
- 9 OUTSTANDING**  
One of the better games this year
- 8 VERY GOOD**  
You can't go wrong
- 7 GOOD**  
A solid game
- 6 OKAY**  
Kind of fun, but no big deal
- 5 SO-SO**  
You've got to love the subject matter
- 4 LACKING**  
Big flaws really hurt this game
- 3 BAD**  
Not fun at all
- 2 AWFUL**  
This game is an insult
- 1 WHY?**  
Why would anyone do this to us?

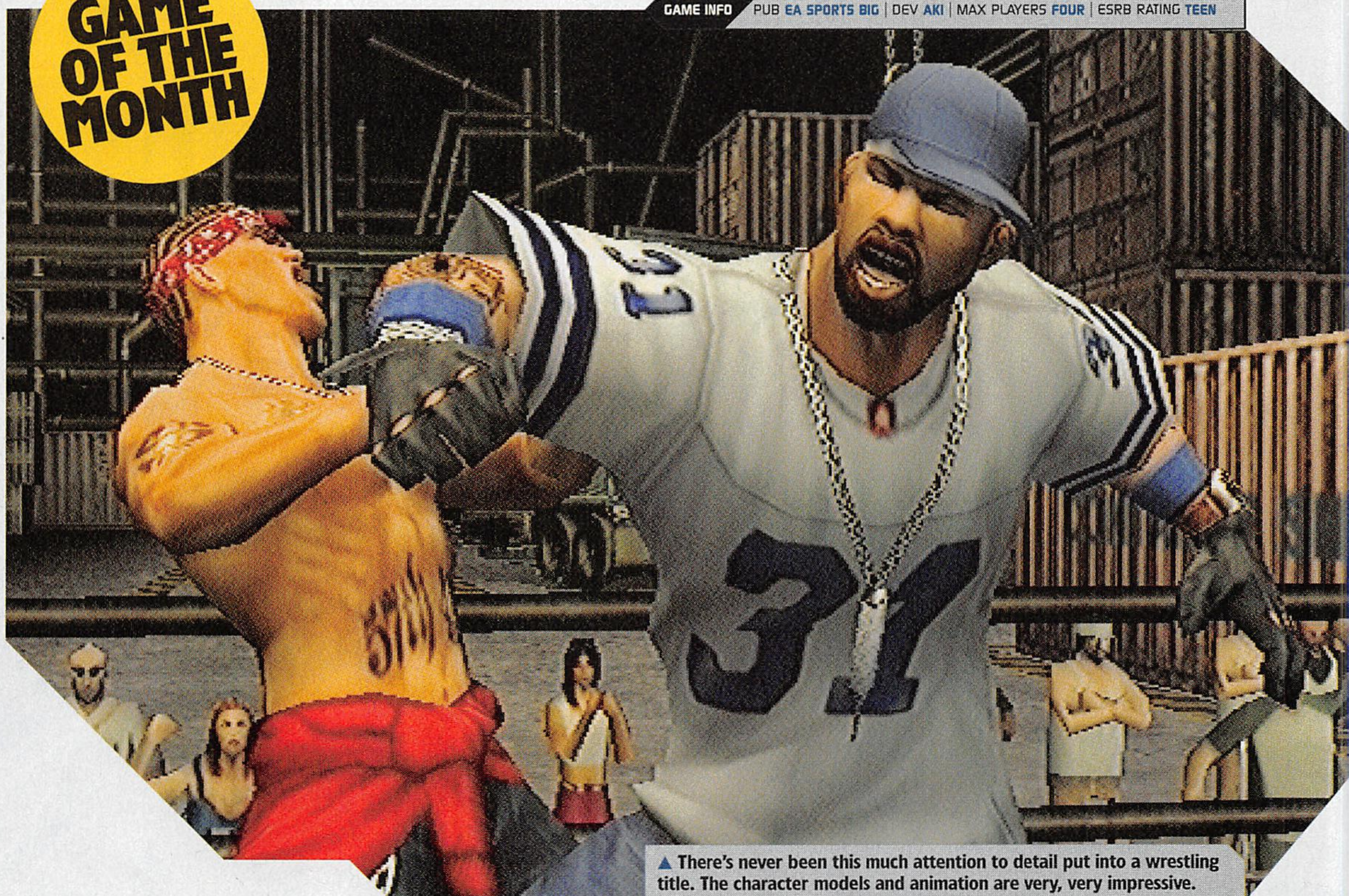
We take our reviews very seriously. We spend hours upon hours playtesting each title so that we can give you the absolute best information to help you buy.

Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold **PSM Must-Buy Award**. We don't hand these beauties out easily, so if you see one on a review, a game box or advertising, you'll want to be sure to check that game out.

Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.

**PSM**  
**GAME**  
**OF THE**  
**MONTH**

GAME INFO PUB EA SPORTS BIG | DEV AKI | MAX PLAYERS FOUR | ESRB RATING TEEN



▲ There's never been this much attention to detail put into a wrestling title. The character models and animation are very, very impressive.

# DEF JAM VENDETTA

*Gangsta rap, grappling, and girl fights combine for one of the best brawlers on PS2*

**PSM**  
**MUST-BUY**  
**SILVER**



**W**orking with legendary wrestling game developer Aki Corporation, the same folks at EA Canada who wowed us with *SSX* and *NBA*

*Street* have combined the fighting and wrestling genres and brought a brought a level of control, presentation, and overall fun to the latter that is without equal.

### FIGHT CLUB

There aren't any pro wrestlers here—instead we've got a cast of 44 street-smart characters comprised

◀ The original characters aren't as memorable as, say, *Street Fighter II*'s, but they are good.

of Def Jam Records artists such as Method Man and DMX, plus a wonderfully diverse stable of hard-boiled fighters created specifically for the game. It's an unusual concept, for sure, but through a mix of excellent gameplay and visuals, it all comes together.

For starters, the control is without equal. No other wrestling-style game has captured the fluidity of actual in-ring brawling like this, and that translates into gameplay that's not only much more fast-paced, but also incredibly responsive. The grappling and counter systems are also superb, placing it among the rare fighting games

### HOW IT STACKS UP

Def Jam Vendetta	9
War Of The Monsters	8
Pride FC	8
WWE Smackdown: SYM	8
Legends Of Wrestling 2	6

**PSM**  
**FINAL SCORE**

**9**

### OUTSTANDING

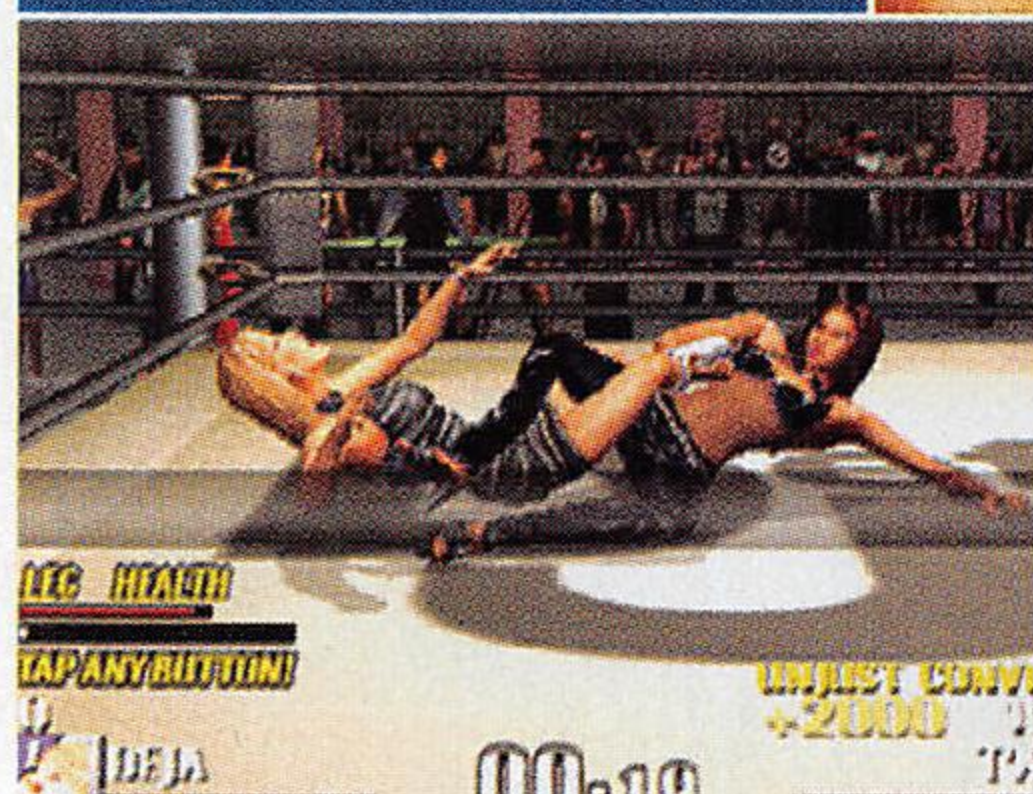
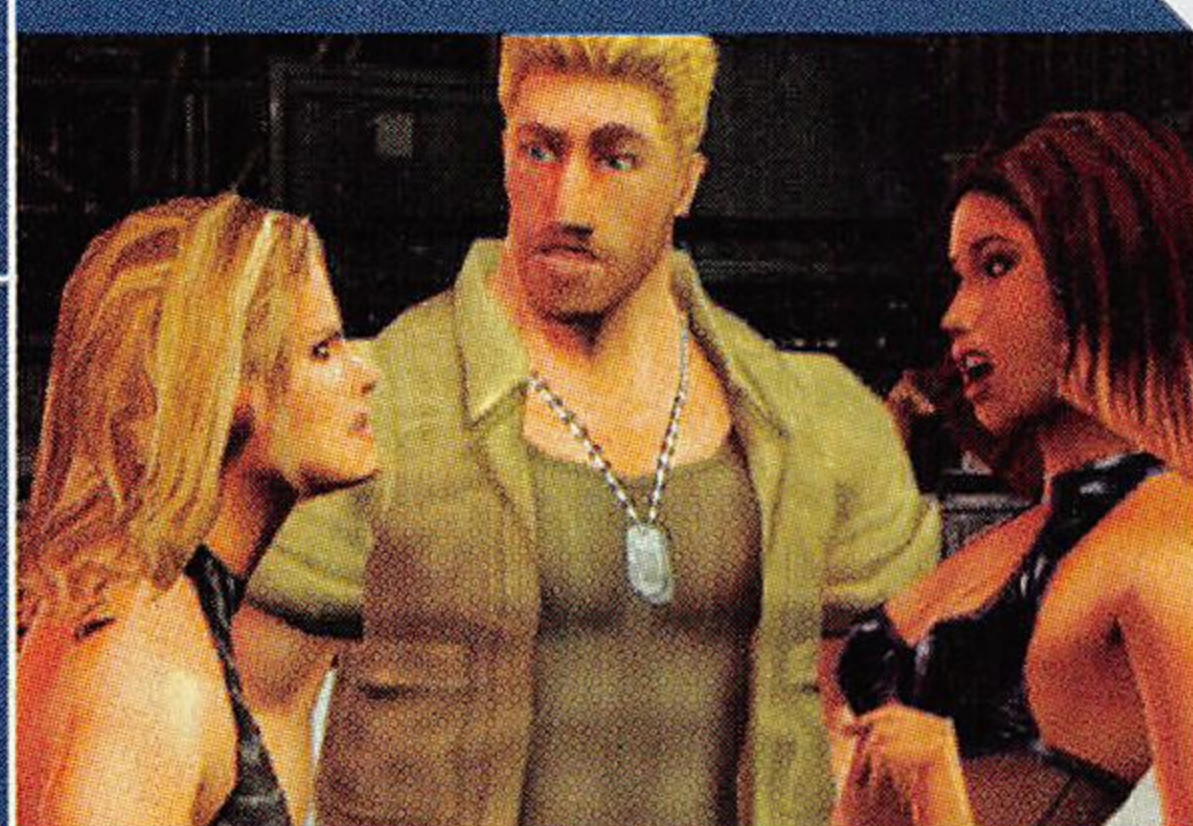
It looks great, it plays great, and it has a freshness of style and gameplay that the genre has lacked for ages. A must-have for fighting fans, and anyone else who appreciates tight fighting action.



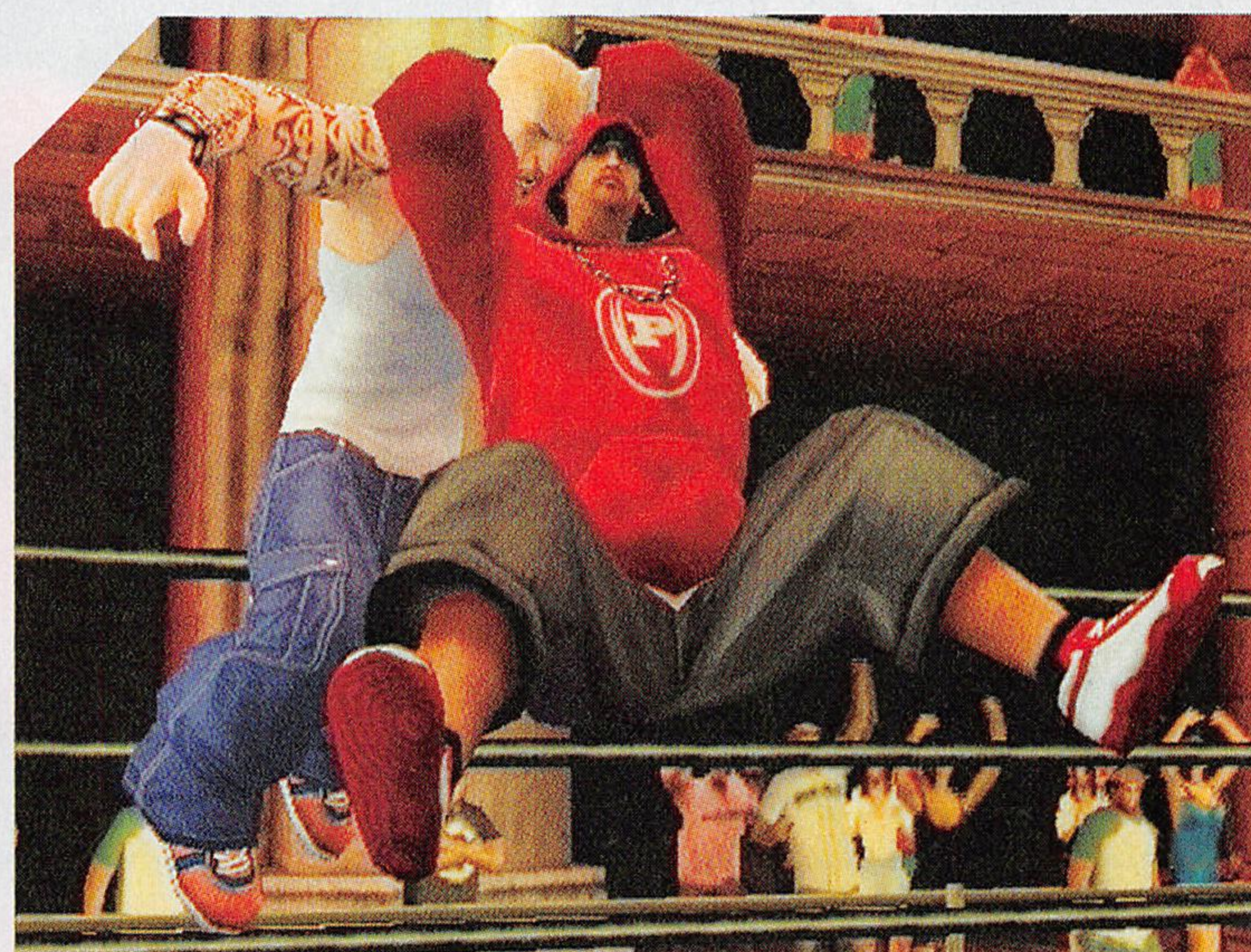
# << THE BLEND OF FIGHTING GAME FEEL WITH WRESTLING MOVES WORKS PERFECTLY >>

## Girl Fight

Girls fight over your main character, leading to in-ring brawls. If the girl you pick wins, you unlock pin-up shots of her.



▲ It takes a while to unlock all of the pin-ups, some of which are very provocative.



▲ While there aren't any WWE wrestlers in the game, you will see some look-alike moves.

that you'll play for weeks or months and still find your skills improving. There are also countless things Aki has done that'll have fans saying "This should have been done years ago." The use of a "life meter" might make purists cringe, but it's done very well, and the pacing of the matches feels just right—no more multiple finishers only to have an opponent pop back up. And while there's no create-a-character mode, the customizable stat system works great.

### BLING-BLING

The overall look of the game is outstanding, with the character models and their animations easily the best we've seen in the genre. The venues themselves look great, too, with polygonal audience members and unique settings (such as an underground cave, nightclub, and junkyard, just to name a few).

The storyline is fairly routine stuff and virtually identical for each character, but it works, and the way women's matches are integrated (catfights over who'll be your girl-friend) is creative, to say the least. The number of unlockable fighters, alternate costumes, and pin-up pictures of the game's female cast will have you playing for quite a while alone, and the two-to-four player game is highly replayable.

### THE MEAN STREETS

As good as it looks and plays, there are some weak spots worth mentioning. For one, if you're expecting a *SmackDown*-like quantity of modes, you're out of luck—not even the seemingly obligatory cage match made it in. It's simply story, battle, handicap, survival, and tag-team in

one-player—and the latter could have used some work (it's hard to determine the legal man, and the partner AI will sometimes waste their Blaze energy). Luckily, the core gameplay and one-on-one battles are so good, it's hard to dwell on these particular points for too long—especially when considering the immense multiplayer replayability.

All told, EA has taken a left-field concept and delivered an astonishingly fun game that even non-wrestling fans will have a blast with. There's



▲ The original characters designed by EA and Aki fit in perfectly with the real-life Def Jam artists featured in the game.

nothing remotely like it in the fighting or wrestling genres, and we can't wait

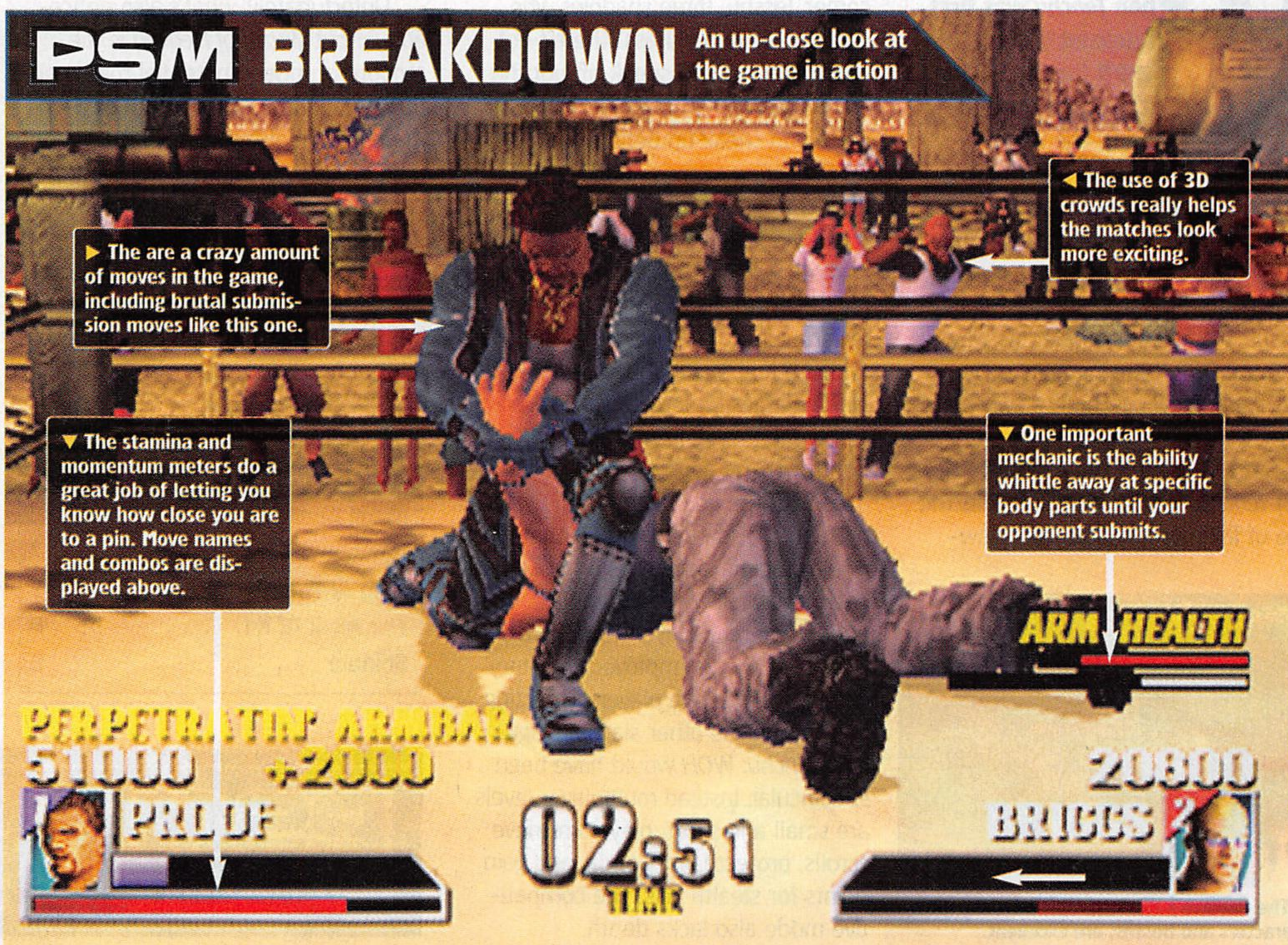


▲ The amount of strategy you can employ during matches is great—everything has its own use, even the ropes, as seen here.

for the (hopefully inevitable and fleshed-out) sequel. RANDY NELSON

## PSM BREAKDOWN

An up-close look at the game in action



► There are a crazy amount of moves in the game, including brutal submission moves like this one.

▼ The stamina and momentum meters do a great job of letting you know how close you are to a pin. Move names and combos are displayed above.

◀ The use of 3D crowds really helps the matches look more exciting.

▼ One important mechanic is the ability whittle away at specific body parts until your opponent submits.

ARM HEALTH

PERPETRATING ARM BAR 51000 +2000



02:51 TIME

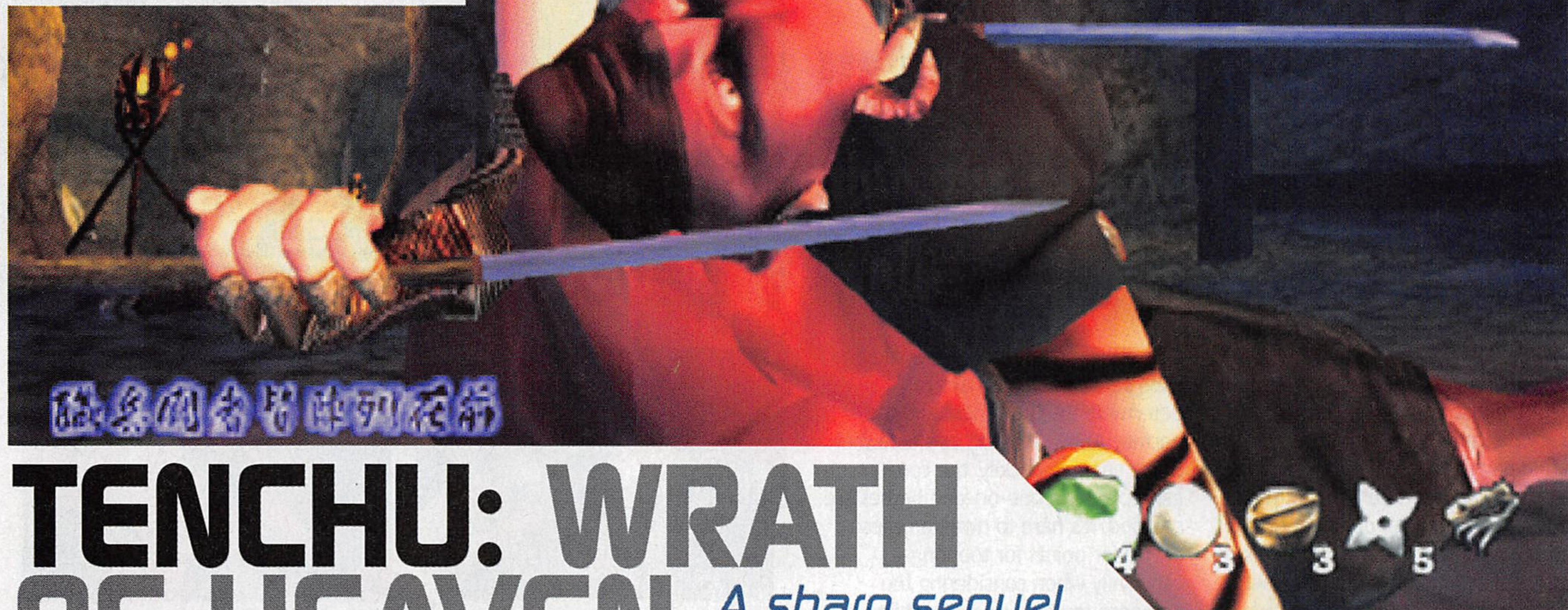




GAME INFO | PUB ACTIVISION | DEV K2 LTD. | TYPE FIGHTING | MAX PLAYERS TWO | ESRB RATING MATURE



▲ Some of the enemy designs, such as these "robo-samurai," are pretty far-out—the game's art direction is anything but unimaginative.



◀ *Tenchu: Wrath of Heaven* doesn't pull any punches when it comes to depicting the lethal stealth kills employed by its ninja assassins. They're frequent and always very gory.

# TENCHU: WRATH OF HEAVEN

*A sharp sequel with a few nicks in its blade*

**W**hen *Tenchu* was first released back in 1998 for the PSone, it promised something the world

hadn't seen before: stealth ninja action. The game sold over a million copies and the sequel, drawing on its unique "live by honor, kill by stealth" gameplay was just as successful. *Tenchu 3* has now grappled its way onto the PS2, bringing in its utility belt a graphical overhaul, a two-player mode, and a new character.

Set a year after the events in the first *Tenchu*, *Wrath of Heaven* tells the tale of Rikimaru, Ayame, and new-

comer Tesshu, three shadows who live and die in darkness. There's not much of a story to speak of; but the story doesn't matter. What players want is to sneak up behind unsuspecting enemies and slash their throats.

Gameplay has changed little: hide in shadows and sneak up on enemies for the brutal stealth kill. To further reward cunning gamers, Activision has added a Kuji meter. Players who kill nine enemies undetected will receive a new technique, like Ninja Mind Control or the ability to spear enemies with the grappling hook. *Wrath of Heaven* also offers three geographical layouts for each mission to elongate replayability. Activision has also added two multiplayer modes. Had the co-op mode employed the story campaign with one player distracting guards and the other slashing jugulars, *Tenchu: WOH* would have been spectacular. Instead multiplayer levels are small and short: players retrieve scrolls, protect Lord Gohda, and gain points for stealth kills. The competitive mode also lacks depth.

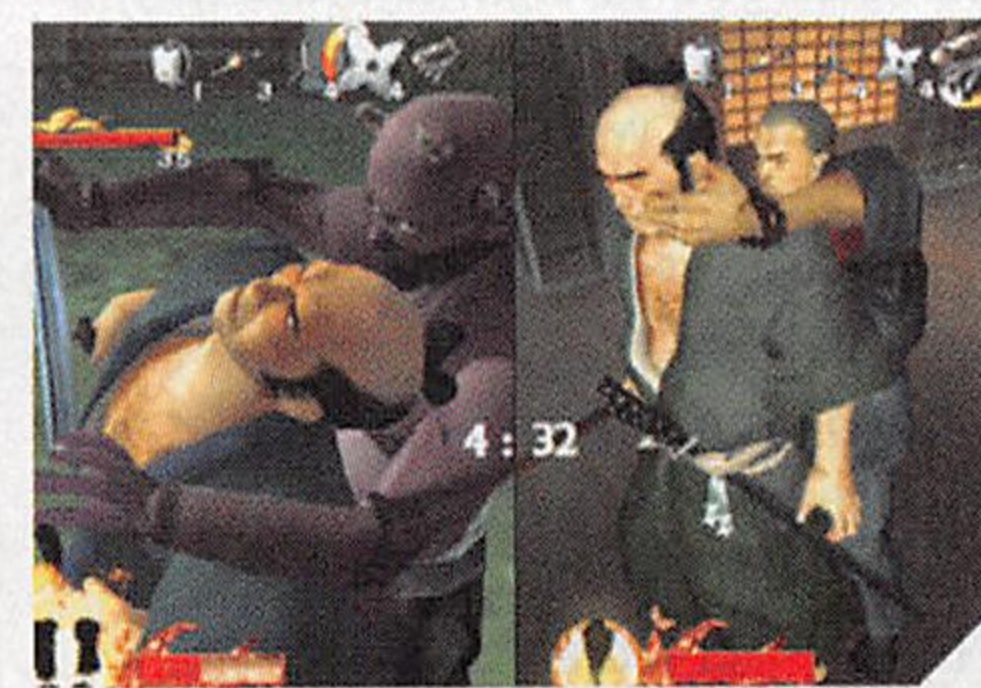
Unfortunately, what's also noticeable about *Wrath of Heaven* is the amount of missed potential that keep this from being a killer app. For each moment of brilliance, there are moments of nonsense. And, sadly, the camera—critically important in stealth games—can often be the player's worst enemy. These problems keep the game shy of must-have status, but it's still a solid game that provides a lot of fun. DOUG TRUEMAN

## HOW IT STACKS UP

Metal Gear Solid 2	10
Tenchu: Wrath Of Heaven	7
Way Of The Samurai	7
The Mark Of Kri	6
Shinobi	6



▲ The bosses are well designed, requiring very different strategies to defeat.



▲ Co-operative play is a nice addition, but not as fully realized as it could have been.



▲ The character models, especially the main characters and bosses, are excellent.

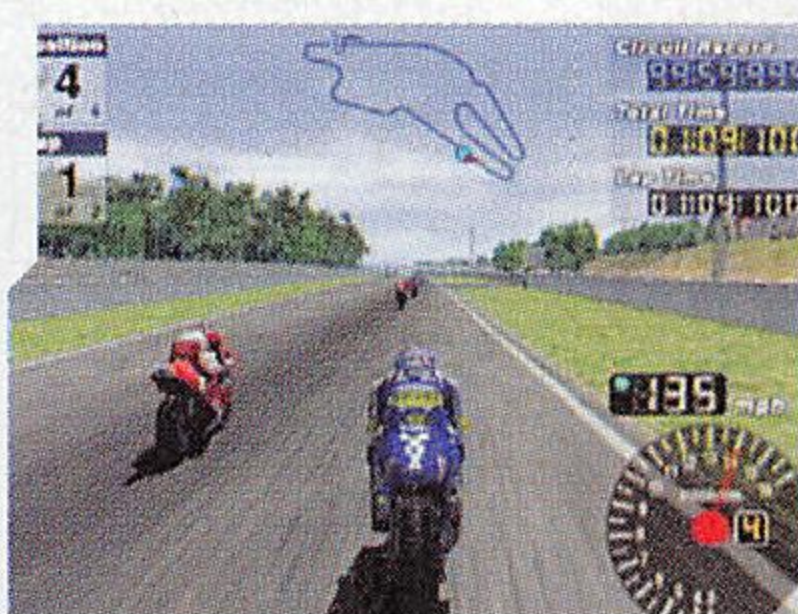
**PSM 7** GOOD  
FINAL SCORE

While it's a solid action title, greatness is just out of reach. An uninspired co-operative mode, frustrating camera, and incompetent AI prevent it from achieving videogame Zen.





▲ The optional Break Assist feature helps new players a lot or while learning new tracks.

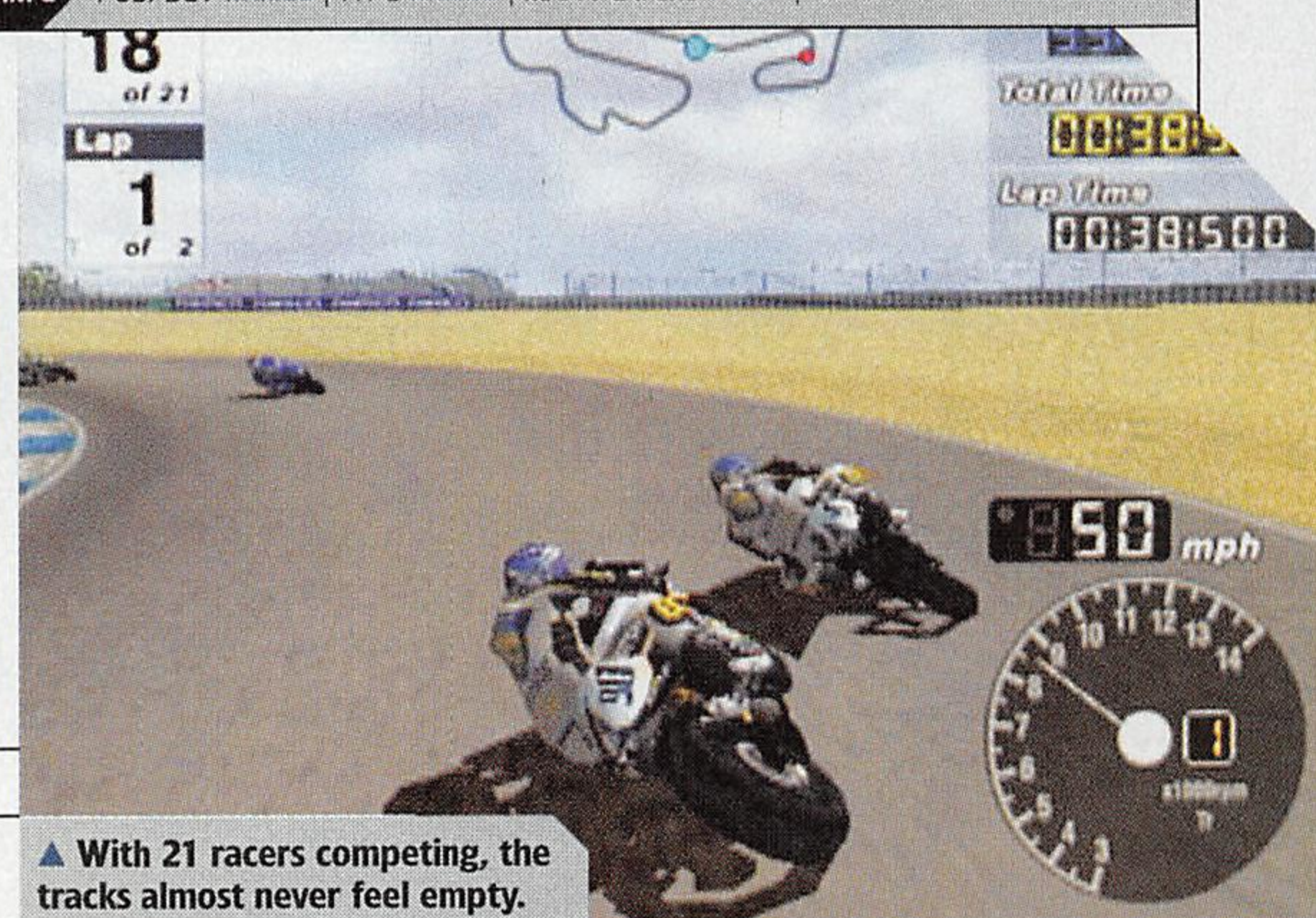


▲ Flying down a straightaway on two wheels at insane speeds is as fun as ever.



▲ While *MotoGP 3* hasn't improved much graphically, it's still a very pretty game.

GAME INFO PUB/DEV NAMCO | TYPE RACING | MAX PLAYERS FOUR | ESRB RATING EVERYONE



▲ With 21 racers competing, the tracks almost never feel empty.

## MOTOGP 3 *A case of racing deja vu*

The *MotoGP* series has been a pretty solid franchise for Namco. It's filled a niche market that lacks any major competition, but the games are also accessible enough for anyone who enjoys racing in general. The games' physics are an odd mix that feels both like a simulation and an arcade motorcycle racer. Namco has managed to find a sweet spot somewhere in between, though, and this series has managed to garner its fair share of fans.

*MotoGP 3*'s main fault, if you can

call it that, is that the game is all too similar to *MotoGP 2*. There have been a few new features added, but many players aren't likely to take advantage of them. New to *MotoGP 3* is a four-player mode via multi-tap and an optional Break Assist feature, which you can toggle on or off. It can help new players quite a bit, but it's also helpful for veterans who are learning new tracks. Another new feature is the full 3D cockpit view. This view is fairly neat to race in as you get a better sense of speed, but it feels a bit gimmicky, since it's fairly

difficult to race this way.

The bottom line, though, is that if you couldn't get enough of *MotoGP 2*, you'll be happy picking this up. If you were hoping for an engine overhaul rather than just a new coat of

paint, though, you may end up disappointed. But the game is still as good as ever, so those who don't have either of the first two in the series should check this out. CHRIS ROPER

**PSM 7 GOOD**  
A few minor additions aside, this is basically *MotoGP 2* with new tracks and a few extra challenges. That's not necessarily a bad thing, though, by any means.



▲ A huge standout of *WE6*'s gameplay is its defensive AI that's some of the most realistic and effective ever seen in a soccer game.



▲ Though the club teams are fictional, you get to play with many world-famous players, such as Spain's Raul.

## WORLD SOCCER WINNING ELEVEN 6 INTERNATIONAL

*The franchise lives up to its name*

**PSM MUST-BUY SILVER**

While pro soccer continues to find its feet with the U.S. audience, its cause is tremendously helped by games like *Winning Eleven 6*. In parts of the world where soccer is virtually a religion (Europe and Japan), this franchise has kicked EA's perennial *FIFA* format where it hurts.

What you get with *Winning Eleven* is a fluid, attractive, and eminently playable sports sim, backed by a franchise league mode that introduces

ideas and features the EA *FIFA* crew probably haven't even considered. Corner kicks are handled well, the referees are realistically inconsistent, and scoring goals takes a fine touch... but oh, what a feeling!

In-game the graphics are excel-



▲ Intuitive AI reacts to split-second situations, such as sticking out a leg to block a piledriver shot.



▲ Ok boys, you scored a goal, keep the touchy-feely stuff for the locker room.

lent, but the real standout are the animations. The players exhibit a sense of weight, battling to hold off challenging defenders, and switch between slide tackles, headers, sprints, and passes that make them look like an organized team.

The Master League mode features incredibly detailed statistical analysis. Each player has dozens of details covering his abilities and persona. Strategizing over formations, substitutions and even transfers pays off in

consistently surprising and subtle ways. Starting in the third division (of three) you can expand your squad to 40 players and fight for promotion (and avoid relegation) between each division.

The minor glitches, such as dull commentary and AI players not always moving as perfectly as you'd like, don't dull the overall package. For any soccer fan, *Winning Eleven 6* is a game you'll get lost in for months. ROB SMITH

**PSM 9 OUTSTANDING**  
For soccer fans, it's a must-buy. Once word of this fantastic gameplay gets out, other sports fans will clamor for this level of depth in their favorite games.





**no arms. no legs. huge features.**



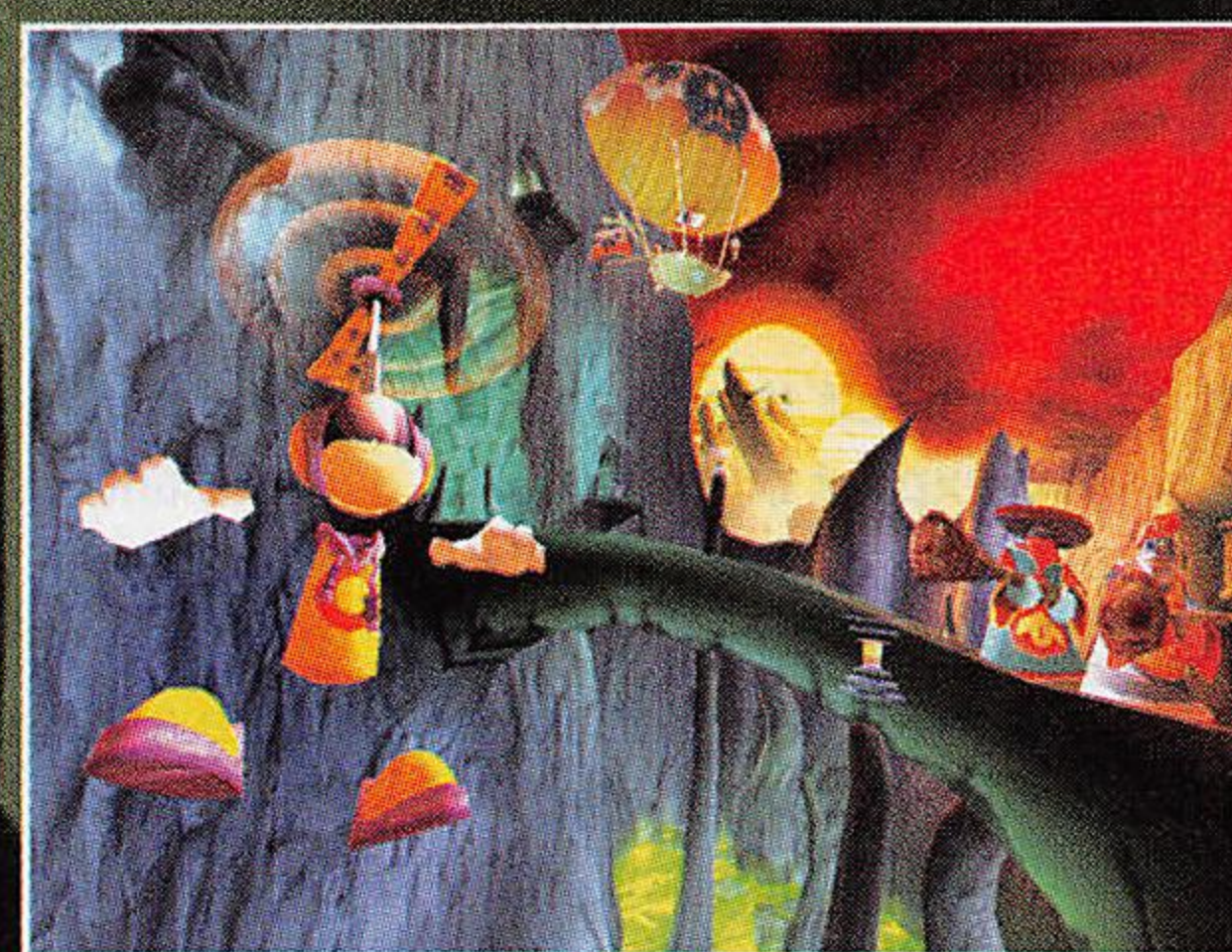
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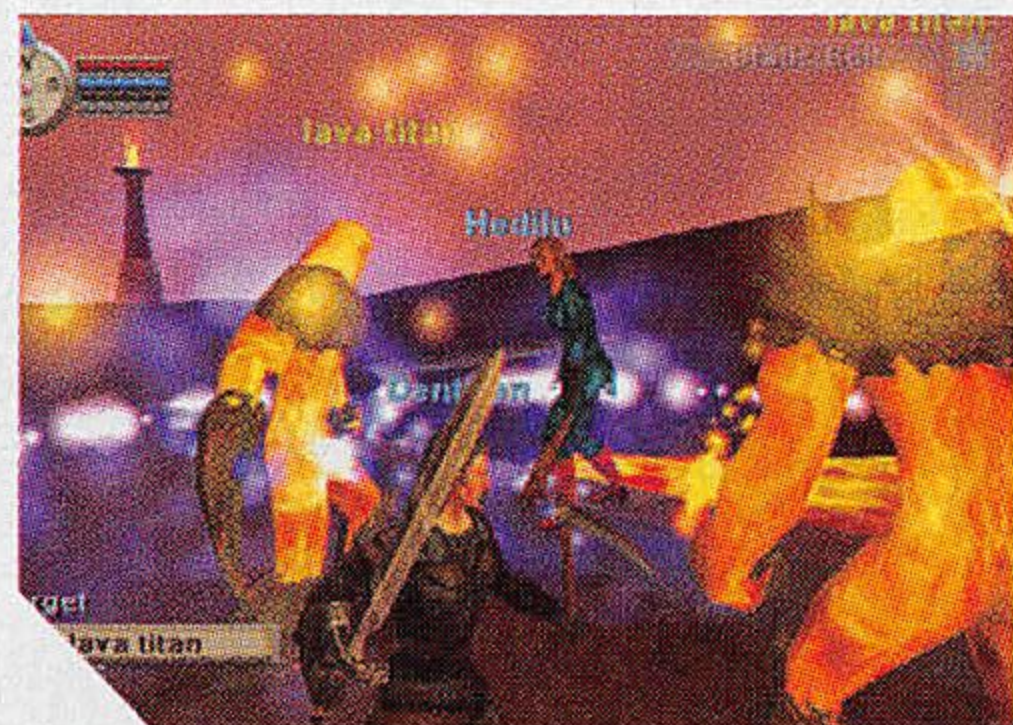
Violence  
Comic Mischief



[www.rayman3.com](http://www.rayman3.com)



▼ Spell casting classes get "pets" at later levels—summoned companions that do the fighting for you.



▲ All the familiar game world themes are covered, from snow to mountains, plains to fiery lava areas.

# EVERQUEST ONLINE ADVENTURES

*PS2 role-playing goes massively multiplayer—but not without some growing pains*

**A**sk yourself this: what do you expect out of a game that charges a \$9.99 monthly subscription price after the initial month that comes as part of your \$50 cost? Probably quite a lot, and likely a little more than Sony is offering out of the gate with EQOA. While it features sound design decisions learned on the PC side, at launch it's still a work in progress.

For starters, you need to be equipped with the network adaptor and hopefully broadband connection. Setup is simple enough, and character creation is a breeze. This process then dumps you on the continent of Tunaria, in a location decided by the race and class you choose. EQOA fea-

tures one huge plot of land, nine races and 14 character classes. Covering all the usual RPG suspects of warriors, magicians, and rogues, there are plenty of options.

Thing is, each class plays out identically in the early game. From your starting location, you have to learn your way around (since there's no map) and your mentor supplies simple fetch and carry quests.

Finding targets and assessing the danger is easy through an incredibly intuitive interface, and combat itself appears fast-paced, despite it being turn-based. This is all good through about the seventh level when you're instructed to do a quest where you'll need help... from other live players. It's a beautiful theory, but needs other players online with you to succeed, and herein lies the key failing of EQOA.

Unless you have a keyboard, communication with other players is almost impossible. Quick-response options via the gamepad are supplied

◀ Spell and special effects give pizzazz to what's essentially turn-based combat.



▲ Spells and special abilities (such as backstab) cost 'power' and take time to recharge after use.



▲ Fighting larger creatures simply isn't possible without a balanced party of fighters, spell casters and healers.

(including an "I'm slow (no keyboard)" response), but you can't keep up with any social interaction with other players unless you're typing. And you will need other players to make significant progress...

While Tunaria almost certainly offers an enticing world of adventure, quests, cool loot, and possibilities, getting to the meat of them requires banding with other players. Trusting

other people to ensure your quality game time is asking a lot. **ROB SMITH**

## HOW IT STACKS UP

Suikoden III	9
Dark Cloud 2	8
Breath Of Fire: Dragon Quarter	8
.hack	8
Everquest Online Adventures	7

**PSM 7 GOOD**  
FINAL SCORE

The game has huge potential, but unfortunately most of it is unrealized at launch. If you're up to this adventure, you should definitely bring a USB keyboard along.







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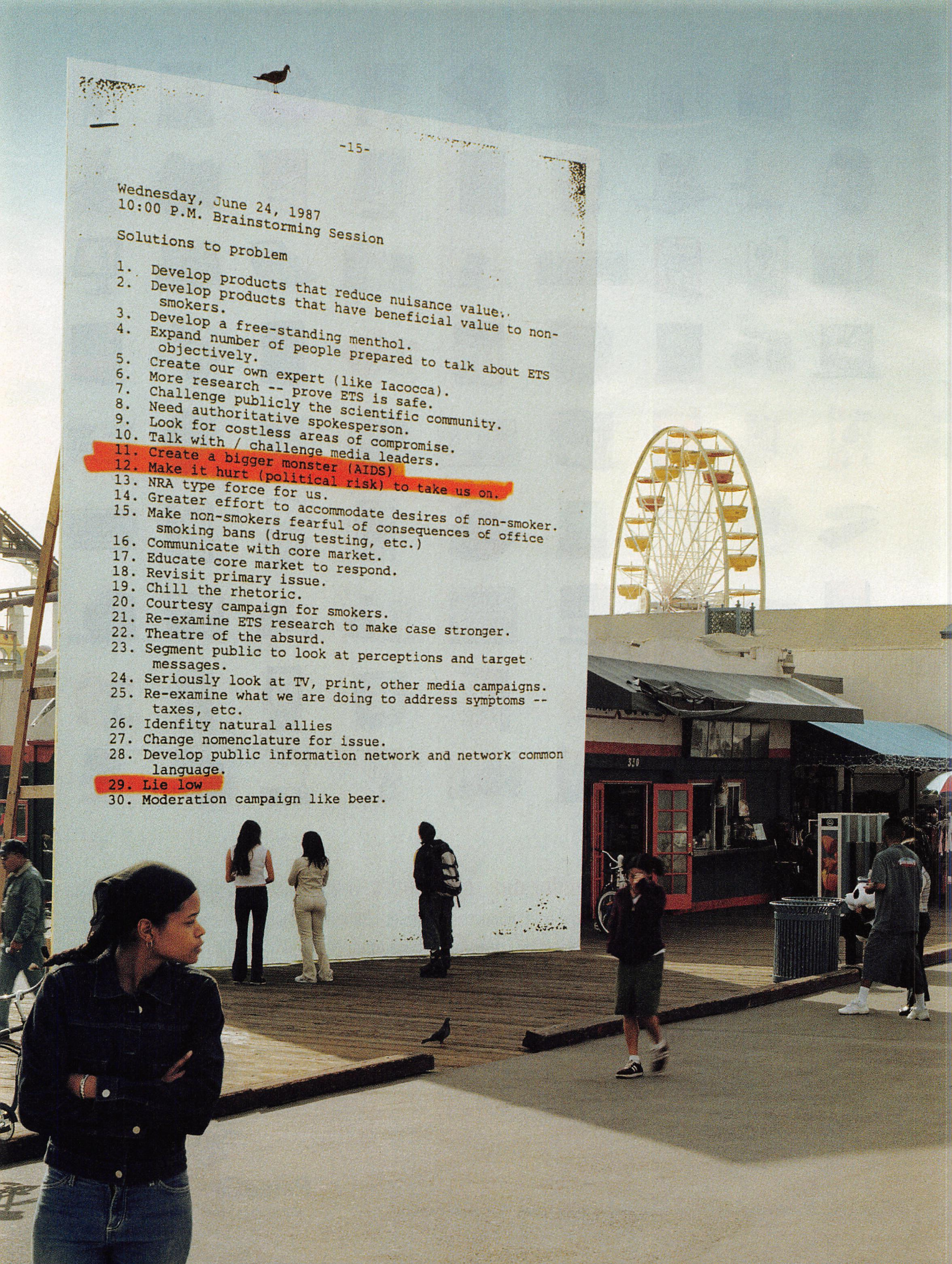
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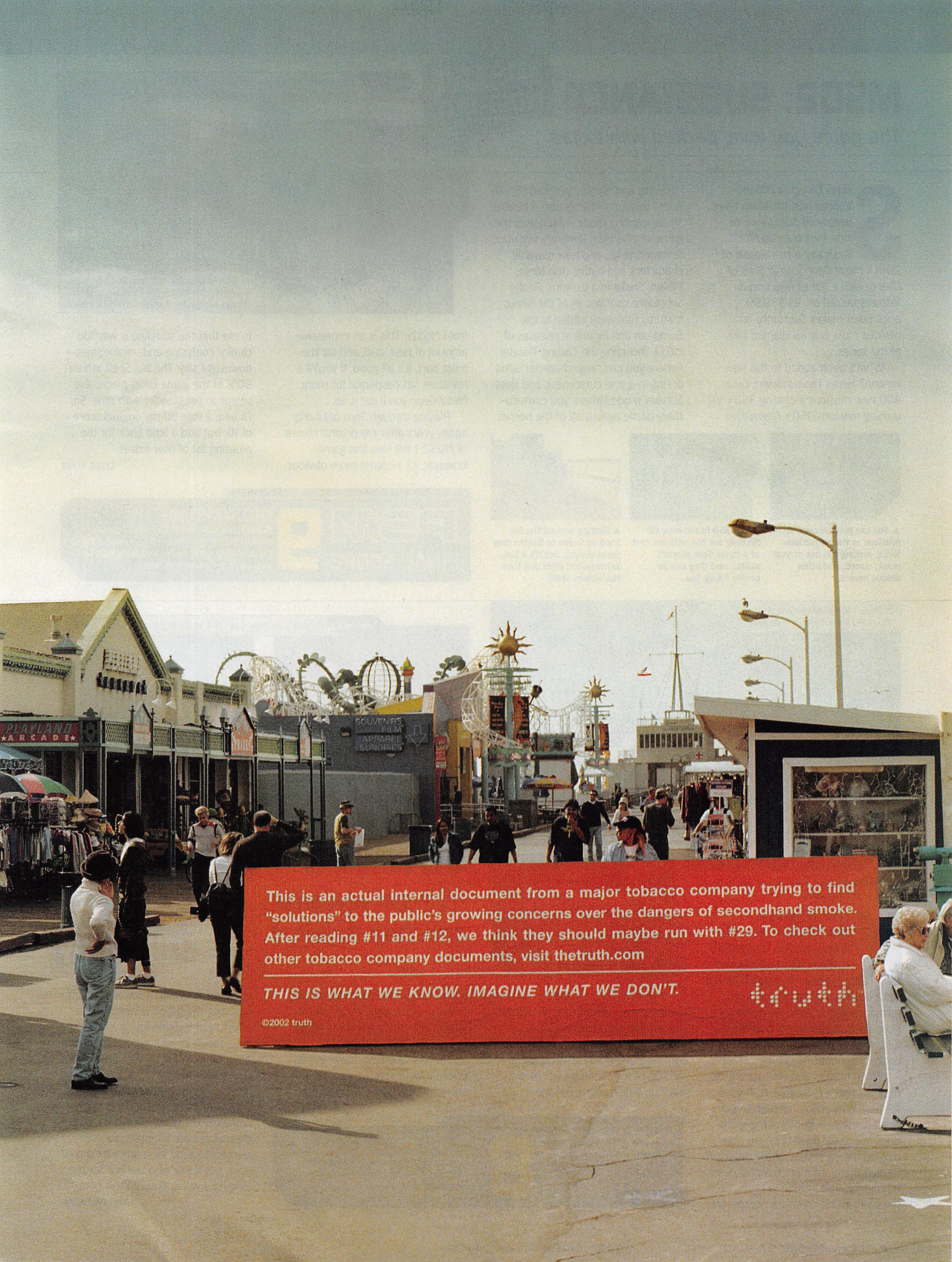
Wednesday, June 24, 1987  
10:00 P.M. Brainstorming Session

Solutions to problem

1. Develop products that reduce nuisance value.
2. Develop products that have beneficial value to non-smokers.
3. Develop a free-standing menthol.
4. Expand number of people prepared to talk about ETS objectively.
5. Create our own expert (like Iacocca).
6. More research -- prove ETS is safe.
7. Challenge publicly the scientific community.
8. Need authoritative spokesperson.
9. Look for costless areas of compromise.
10. Talk with / challenge media leaders.
11. Create a bigger monster (AIDS)
12. Make it hurt (political risk) to take us on.
13. NRA type force for us.
14. Greater effort to accommodate desires of non-smoker.
15. Make non-smokers fearful of consequences of office smoking bans (drug testing, etc.)
16. Communicate with core market.
17. Educate core market to respond.
18. Revisit primary issue.
19. Chill the rhetoric.
20. Courtesy campaign for smokers.
21. Re-examine ETS research to make case stronger.
22. Theatre of the absurd.
23. Segment public to look at perceptions and target messages.
24. Seriously look at TV, print, other media campaigns.
25. Re-examine what we are doing to address symptoms -- taxes, etc.
26. Identify natural allies
27. Change nomenclature for issue.
28. Develop public information network and network common language.
29. Lie low
30. Moderation campaign like beer.







This is an actual internal document from a major tobacco company trying to find "solutions" to the public's growing concerns over the dangers of secondhand smoke. After reading #11 and #12, we think they should maybe run with #29. To check out other tobacco company documents, visit [thetruth.com](http://thetruth.com)

THIS IS WHAT WE KNOW. IMAGINE WHAT WE DON'T.

truth

©2002 truth



# MSG2: SUBSTANCE

The game you love, packed with extras

PSM  
MUST-BUY  
SILVER

GAME INFO PUB KONAMI | DEV KONAMI KCEJ | MAX PLAYERS ONE | ESRB RATING MATURE

**S**eries Director Hideo Kojima and his team have prepared *Substance* to tide fans over to *MGS3*. Basically a re-release of 2001's *Metal Gear Solid 2: Sons of Liberty* with a ton of new bonus features tacked on, its \$39.99 price point makes *Substance* an obvious must-buy for diehard fans of the series.

What's been added to this new version? Here's the rundown: Over 400 new missions including 350+ VR training missions, 150+ Alternative

Missions, and five story-based "Snake Tales" missions. There's also a bizarre Skateboarding mode (which uses the game engine from Konami's *Evolution Skateboarding*), and new playable characters and outfits (the Ninja, Pliskin, Snake in a tuxedo). Finally, *Substance* contains all of the bonus features that were added to the European and Japanese releases of *MGS2*, including the Casting Theater (where you can swap character skins during in-game cutscenes), and Boss Survival mode (where you consecutively battle against all of the bosses



▲ Due to popular demand, Solid Snake is now playable throughout the entire game. He can even wear a spiffy tuxedo, to boot.

from *MGS2*). This is an impressive amount of new stuff, and for the most part, it's all good. If you're a hardcore fan desperate for more *Metal Gear*, you'll eat it up.

Playing through *Sons of Liberty* again, years after my original review of *MGS2*, I still love this game. However, it's become more obvious

to me that the storyline is way too clunky, confusing and—sometimes—downright silly. The Big Shell, where 90% of the game takes place, also seems to get blander with time. So, I'll take a little off my original score of 10, but add a little back for the amazing list of new extras.

CHRIS SLATE



▲ You can play through some missions as the mysterious Ninja, making full use of your mask, sword, and other unique moves.



▲ The 350 brand-new VR Missions are the ultimate test of a *Metal Gear* player's skills... and they can be pretty funny, too.



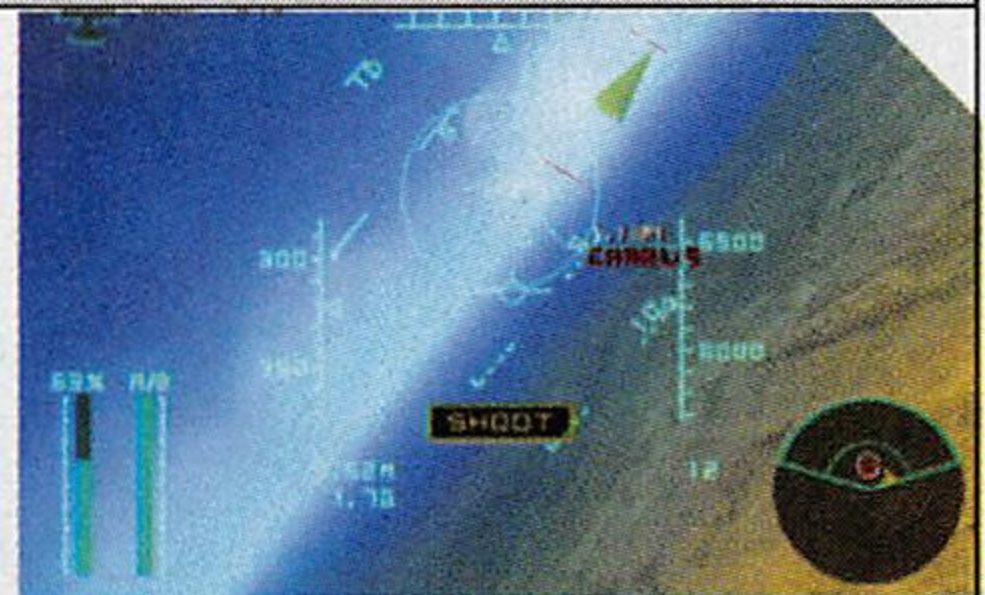
▲ Skating around the Big Shell as Snake or Raiden may seem absurd, but it's a fun, lighthearted diversion from the serious stuff.

PSM 9 OUTSTANDING  
Flawed, but still one of PS2's best games. Definitely buy this version if you missed *MGS2* the first time, or if you're a diehard *MGS* fan who can't get enough of Snake.

GAME INFO PUB SEGA | DEV SEGA AM2 | TYPE SIM | MAX PLAYERS 2 | ESRB TEEN



▲ Missions can occur at any time of day or night and at any altitude.



▲ The level of environment detail is amazing, as is all the info on the HUD.

# AERO ELITE COMBAT ACADEMY

This sim rewards armchair aviators

PSM  
MUST-BUY  
BRONZE

▼ An outside camera view gives the game more of an arcade feel.



▲ A detailed replay mode allows you to brag about your conquests.

**K**nown in Japan as *Aerodancing 4*, *Aero Elite* is the latest in a string of combat flight simulators produced by Sega's famed

AM2 division. Focusing on high performance fighter craft, *Aero Elite* forgoes simplistic arcade play in favor of a more realistic, and sometimes exceedingly difficult, game.

When players first start *Aero Elite*, they will find a mere four craft open for play. While this is enough to get started, the true depth of the game does not reveal itself until you have blasted through a few of the missions. All told there are more than 60 different fighter craft waiting to be revealed, including attack helicopters.



Missions run the gamut from simple reconnaissance flights to complex target elimination sorties. A free flight mode allows you to experiment with any unlocked craft and an arcade mode challenges players to rack up a high score. Despite its

name, the arcade mode keeps the majority of the simulation rules in effect, with the only major change being unlimited weapons.

Players who have never experienced a flight simulator before should be warned—the learning

curve on *Aero Elite* is incredibly high, however, the payoff is worth the effort. Nothing says loving like watching a replay of your plane eliminating an enemy craft in an acrobatic strafe. A detailed training mode helps new players get up to speed quickly.

Visually stunning and incredibly complex, *Aero Elite* is a work of art that takes time to appreciate. Gamers looking for a quick fix should pass, but those who are in it for the long haul will appreciate this gem.

ADAM PAVLACKA

PSM 8 VERY GOOD  
Strong visuals, native support for 16:9 monitors, a detailed flight model, loads of aircraft, and fine control make *Aero Elite* one of the best console flight sims out there.



GAME INFO | PUB/DEV ACCLAIM | MAX PLAYERS ONE | ESRB RATING TEEN

▼ Vexx might not immediately come off as a lovable mascot, but he does definitely win you over by the end of the game.

◀ Thanks to decently responsive controls, Vexx can quickly avoid enemy attacks and perform precise jumping maneuvers.

# VEXX

*A solid platformer with a few loose ends*

**T**hose of who have played *Super Mario 64* will be happy to hear that Vexx is structured very similarly.

Instead of stars, however, you're challenged with collecting Wraithhearts. There are only ten worlds in all, but each looks dramatically different from the others and is quite large. Vexx, himself, is a versatile character with a good assortment of attacks and skills at his disposal. Granted, you may only rely on a few of them at the start, but it's nice knowing that there's more than one for any given situation.

To be blunt, though, there are a few areas where Vexx actually has problems. The biggest one would have to be the camera, as it's not always easy to get a good view of where you want to jump

to. There were several times, after struggling with the camera, when I simply just had to leap and hope for the best. Needless to say, I died several times. Along with that minor problem, there are just two more little complaints. I didn't really feel the enemies were very well-designed or that intelligent. They just seem like more of a nuisance than anything else, as their placement didn't seem to have any sort of rhyme or reason. And while I do commend the amount of work put into the different level objectives, they can be a bit too cryptic on occasion. I had a really challenging time deciphering at least some of the riddles.

Now, these might all seem to detract a lot from the good points of the game, but they actually don't. None of these "negatives" really ever get too annoying or that bothersome. They just prevent Vexx from being at the top of its class.

There's still a wonderful experience to be had here and plenty of gameplay variety and mini-games to discover. I do wish that the textures could have been better in places (some of them seem to be taken from the N64) and that the game would have run at 60fps (it does in a few small areas), but that's stuff that can be improved for a sequel. There's definitely plenty here to like, especially if you're a hardcore platformer fan. It might not be on the same level as *Ratchet & Clank* or *Sly Cooper*, but Vexx is perfect if you've finished those two already and are looking for something new. **STEPHEN FROST**

## HOW IT STACKS UP

<i>Ratchet &amp; Clank</i>	9
<i>Rayman 3: Hoodlum Havoc</i>	8
<i>Vexx</i>	7
<i>Spyro: Year Of The Dragon</i>	6
<i>Haven: Call of the King</i>	5

**PSM**  
FINAL SCORE

**7**

**GOOD**

Despite its minor problems, Vexx is a solid platformer that features plenty of clever puzzles and a good deal of variety.

▼ As one would expect, Vexx has all the classic abilities such as jump attacks, swimming and climbing.

# Contaminate



感染拡大  
**hack**  
INFECTION  
Part 1



PlayStation 2



Mature Sexual Themes  
Mild Language  
Violence

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GAME INFO PUB/DEV UBISOFT | TYPE PLATFORM | MAX PLAYERS TWO | ESRB RATING TEEN

▼ If there's one word to sum up *Rayman 3*, it would have to be "psychedelic." If there were two, they'd be "psychedelic, man."

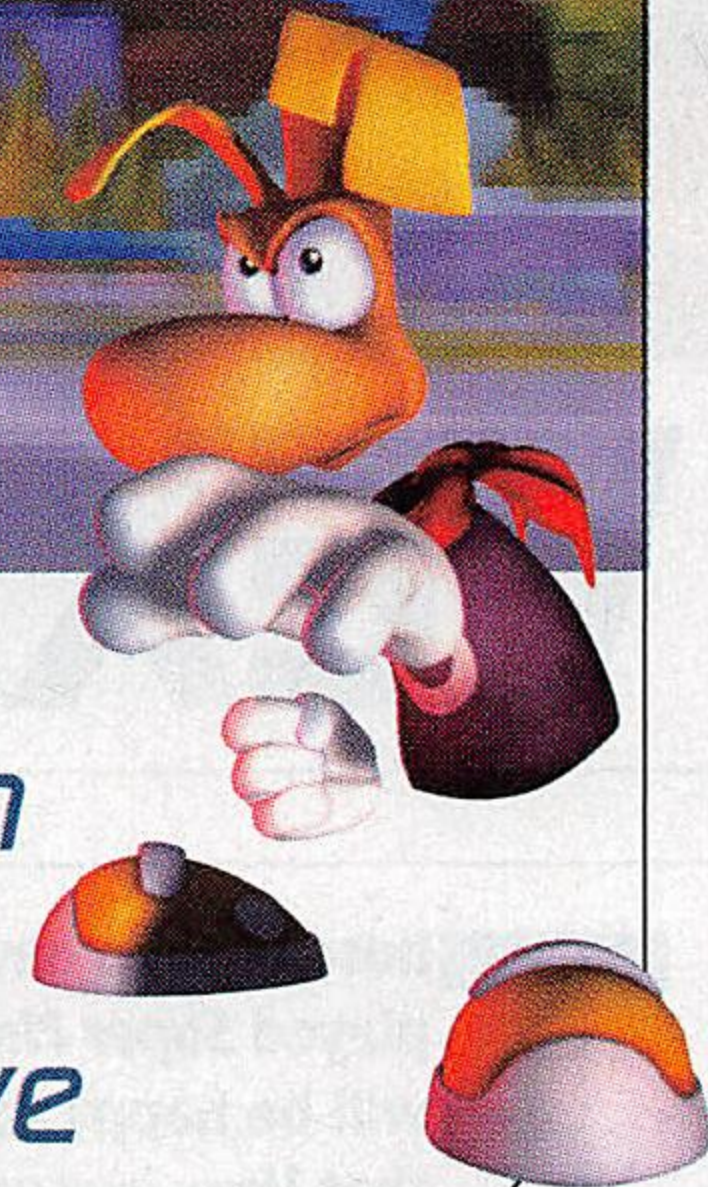


▲ Cool bosses are only slightly diminished by the fact that they're kind of easy to defeat.

**PSM**  
**MUST-BUY**  
**BRONZE**

# RAYMAN 3: HOODLUM HAVOC

*Gorgeous and fun  
as ever—just not  
quite as innovative*



**A**s a series, *Rayman* has always been known more for its quirky design, lovely graphics, and straightforward

platform approach rather than for anything particularly innovative to the genre. This isn't necessarily a bad thing. With the push to innovate, a lot of the time many of the basics get left behind—but it's the basics that Rayman always gets right. With the arrival of the third chapter in the series, *Rayman 3* covers all the genre staples, adding only a slight twist.

This time around, the limbless hero encounters a whole new set of enemies in the form of Hoodlums—regular Lums gone bad. As expected, the production quality that encom-

passes the character designs, voice acting, and graphics are top notch. The voices wear on you after spending enough time in the *Rayman* universe, but it's still well done.

Gameplay-wise, *Rayman* keeps true to its platforming roots with a good amount of action thrown in. With a few new moves on his side, Rayman's lethal punch is the key against all enemies. But Ubisoft has given him new combat costumes that vary his punch to suit different puzzles and enemies. Different abilities, like the ability to morph into a helicopter-topped hero or to fire guided missiles from his arm, are only available for short periods of time each time Rayman finds a costume. You'll need these abilities to defeat bosses and get past most obstacles. Ubisoft has even marked every puzzle opportunity so that you won't be in doubt as to what to use where or how to progress for the most part. This is helpful, but some-

◀ Much of the game takes place indoors in corridors, rooms and the like, but there's plenty of glimpses at *Rayman's* lush outdoor world, as well.



▲ This is one simply gorgeous game with plenty of character and imaginative designs.

times takes the challenge out of some of the gameplay.

In addition, your actions are now graded by points which are tallied up at the end of a stage in order to unlock mini-games, bonus cinemas, and secret goodies. Overall, there's lots to adore about *Rayman 3*, but the whole package is so slick and smooth that some of the heart and soul that made the first two games so memorable seems to be missing. The gameplay is so straightforward that it borders on too easy and too simple at



▲ Mini-games abound and there's a virtual ton of goodies to unlock.

times. Though it might not be as classic as its predecessors, *Rayman 3* remains a thoroughly enjoyable experience. **FRANCESCA REYES**

## HOW IT STACKS UP

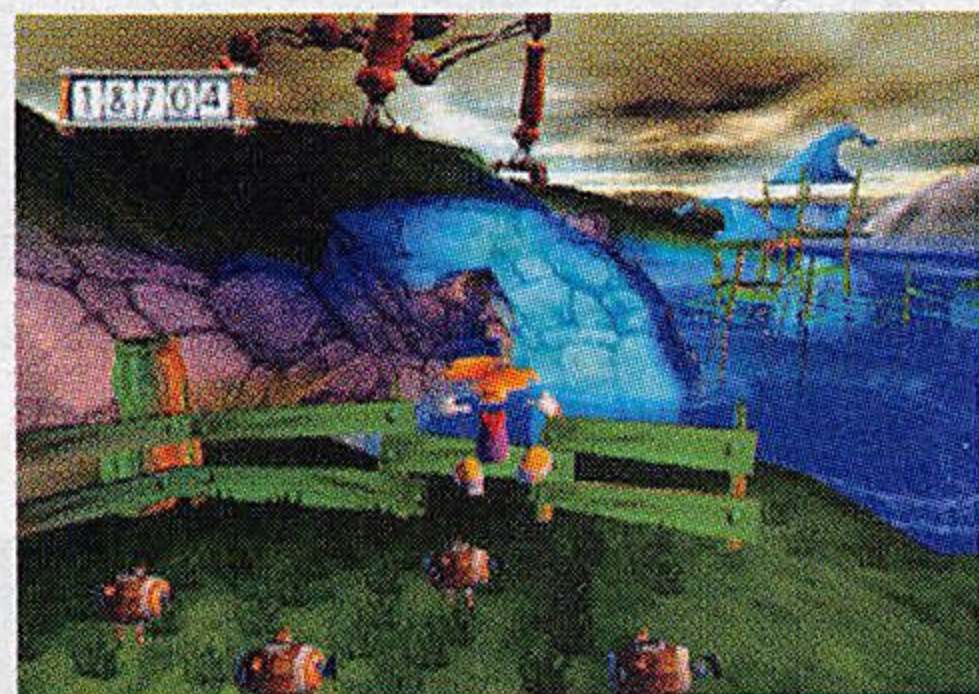
Ratchet & Clank	9
Jak & Daxter	9
Rayman 3: Hoodlum Havoc	8
Vexx	8
Sly Cooper	8

**PSM**  
**FINAL SCORE**

**8**

**VERY GOOD**

Some new play mechanics combine with the gorgeous graphics and solid control we've come to expect from the series for a very fun, but under-ambitious, sequel.





GAME INFO PUB/DEV CAPCOM | MAX PLAYERS ONE | ESRB RATING TEEN

▼ The series has always boiled down to the relationship between Ryu and Nina—*Dragon Quarter* is no different and it's precious all the same.



◀ Stringing together attacks leads to more powerful combos against enemies.

## BREATH OF FIRE: DRAGON QUARTER

Capcom digs deep for a new take on role-playing

**C**urious. That describes the fifth installment in the very traditional turn-based RPG series

that started life on the SNES. Like the *Final Fantasy* series, the storyline has never been contiguous, but they all had two things in common: Ryu (dragon boy hero) and Nina (winged princess heroine). Aside from a few item names, they are all that *Dragon Quarter* has in common with its predecessors.

While the storyline slowly unravels, it's the gameplay that steals the show. Replacing turn-based combat is a more action-oriented battle engine. Enemies (they are now visible onscreen) can be avoided in dungeon hack fashion, but they can also be distracted or injured with traps and

items. This is key, seeing that your time is constantly spent trying to survive long stretches of dungeon between save points which can only be used if you have a Save Token. Fights are AP (Ability Points)-based, wherein you're able to move your character closer or further from enemies and carry out certain attacks. If you have the AP, you can string together powerful combo attacks or simply hack away. It takes a while to get used to, but it's an interesting system.

There are three distinct new features that mark *BOFDQ*'s departure from the RPG norm: the D-ratio, the D-counter, and the SOL system. All of them are intertwined, in that the D-ratio shows Ryu's rank in the Ranger force and increases as you play and replay the game. The D-counter counts (in percentage) your progress through the game, and quasi-penalizes you for any dragon transformations. When the D-counter reaches

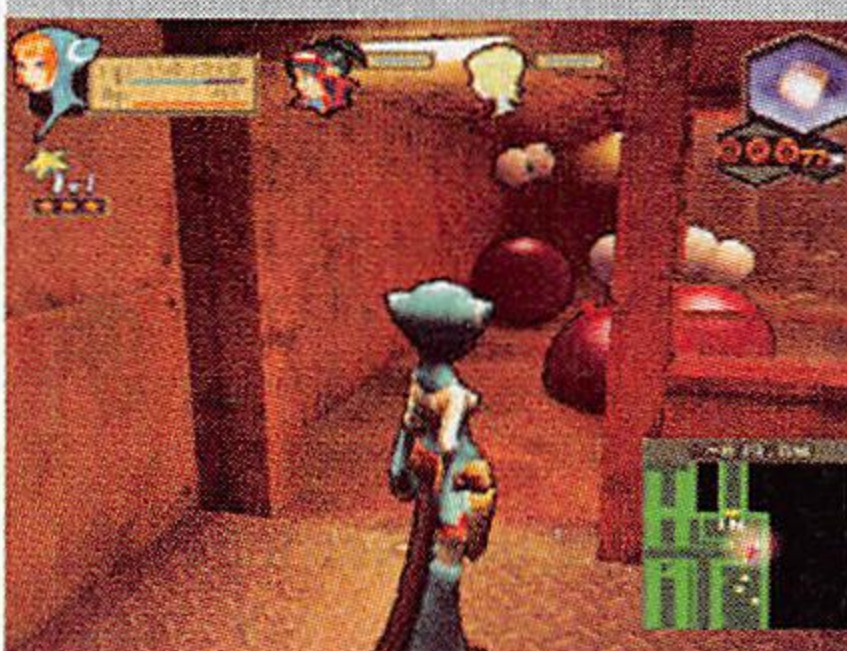
100%, it's game over. The SOL system also encourages replay by unveiling new story elements each time you play through. All of these features together make for some innovative, but not always balanced, RPG fun.

It's because of these elements that the game often seems a little slow paced and repetitive. But there's something compelling about the way all of these features work together on top of the excellent storyline. You come to really like these characters, but it may be only the truly avid RPG fans that will see the game through to the very, very, "ten-times-through-already" end. **FRANCESCA REYES**

### HOW IT STACKS UP

Dark Cloud 2	8
.hack infection	8
BOF: Dragon Quarter	7
Xenosaga	7
Everquest Online Adventures	7

▼ Being able to see your enemies while exploring the world adds a new dynamic to the series' gameplay.



PSM  
FINAL SCORE

7

GOOD

A great new direction for the series and the genre as a whole, but its slow pace keeps it from really taking off.

# Eliminate



感染拡大  
**hack**  
INFECTION  
Part 1



PlayStation 2



Mature Sexual Themes  
Mild Language  
Violence

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▲ *High Heat* has the best method for tracking down fly balls.



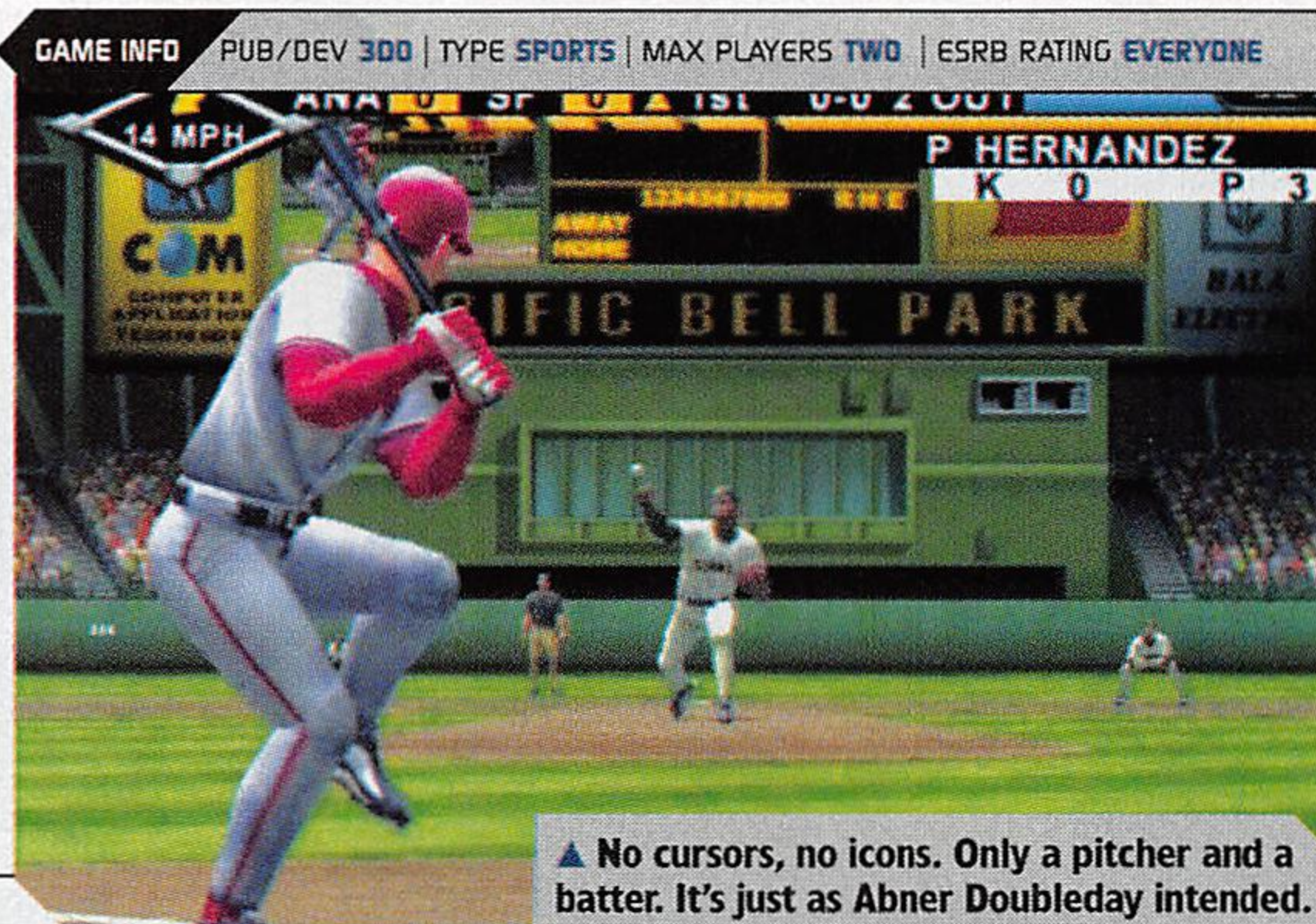
▲ Awkward camera angles will cost you dearly on close plays.



▲ You want options? There's nothing you can't configure in this game.

# HIGH HEAT 2004

*It's pretty on the inside*



▲ No cursors, no icons. Only a pitcher and a batter. It's just as Abner Doubleday intended.

**L**ooks really do matter, and I'm not just saying this because I am a ruggedly handsome videogame reviewer. I'm saying this because *High Heat 2004* features one of the best and deepest gameplay engines in the baseball world, but its sub-par graphics profoundly impact the overall feel of the game.

It's sad, too, because the gameplay in *High Heat* is better than ever. The pitcher/batter interface is pure simplicity (no cursors), and the feel is perfect. Likewise, the fielding is straightforward and elegant. The con-

trol is spot on and the results of plays are what you'd expect in a real game. Add this to baseball's top AI and countless customizable options and you've got a winner.

Hardcore baseball fans will be even more pleased with the franchise mode. Although it's not as innovative or as addicting as *MVP 2003's*, it's unparalleled in terms of depth, stats and realism. If you want the experience of a full baseball season, you won't find any game that does it better than *High Heat*. You can even build up your team with players from your farm system. It's this attention

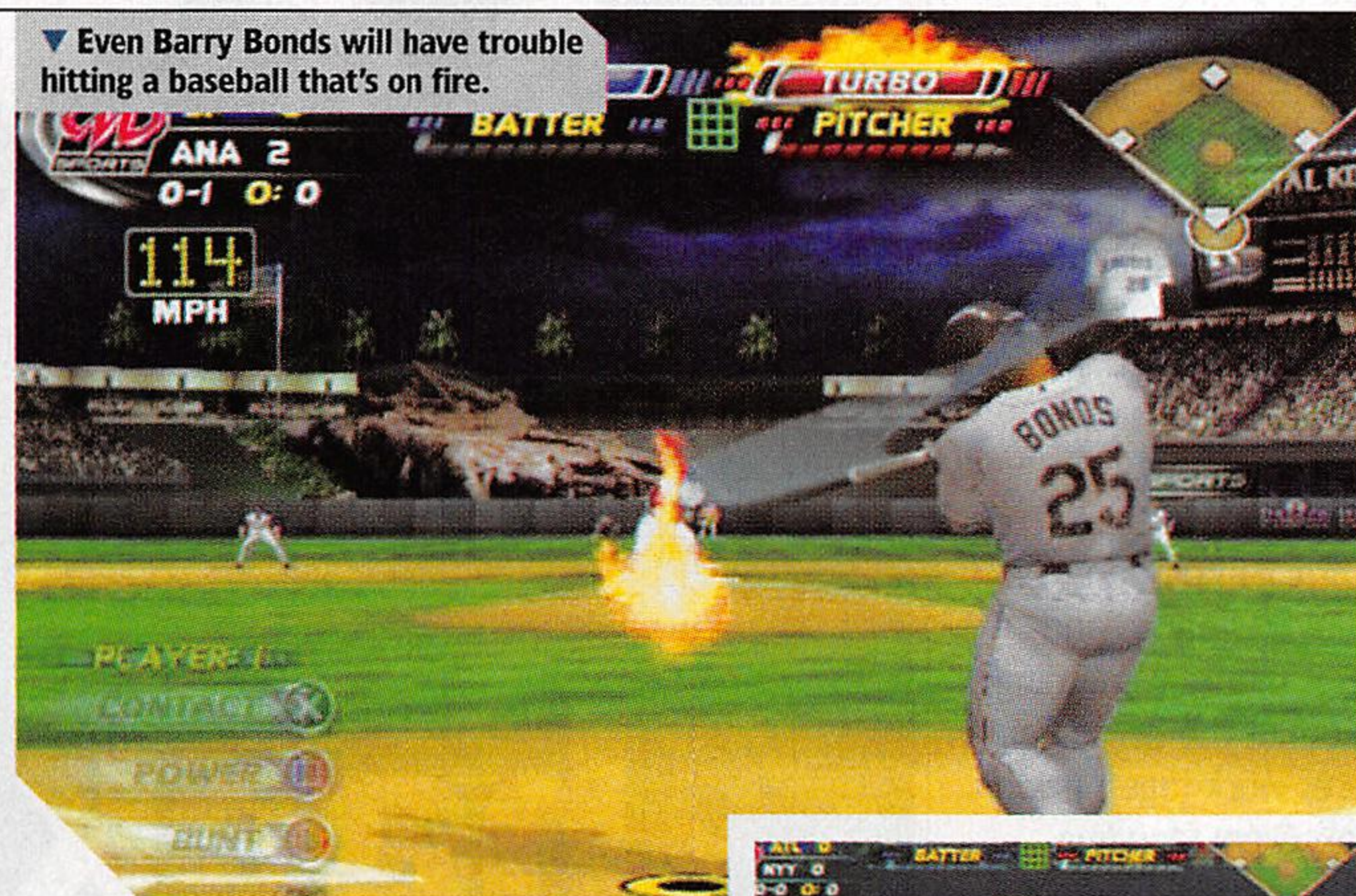
to detail that makes *High Heat* a hardcore favorite.

Unfortunately, the presentation doesn't match the gameplay. The graphics actually interfere with the action. Slowdown, missing animations, and awkward camera angles pop up at the most inopportune moments, distracting from the overall

realism of the game. As for the commentary... it's still well behind the competition.

It's not too much to ask for a game to both look good and play good. If this gameplay was attached to *Slugfest's* graphics, we'd be hooked for life. **DAN EGGER**

**PSM 7 GOOD**  
Fantastically deep and realistic baseball game that's hindered by its graphics. However, it's still the best game for hardcore simulation fans who don't care about visuals.

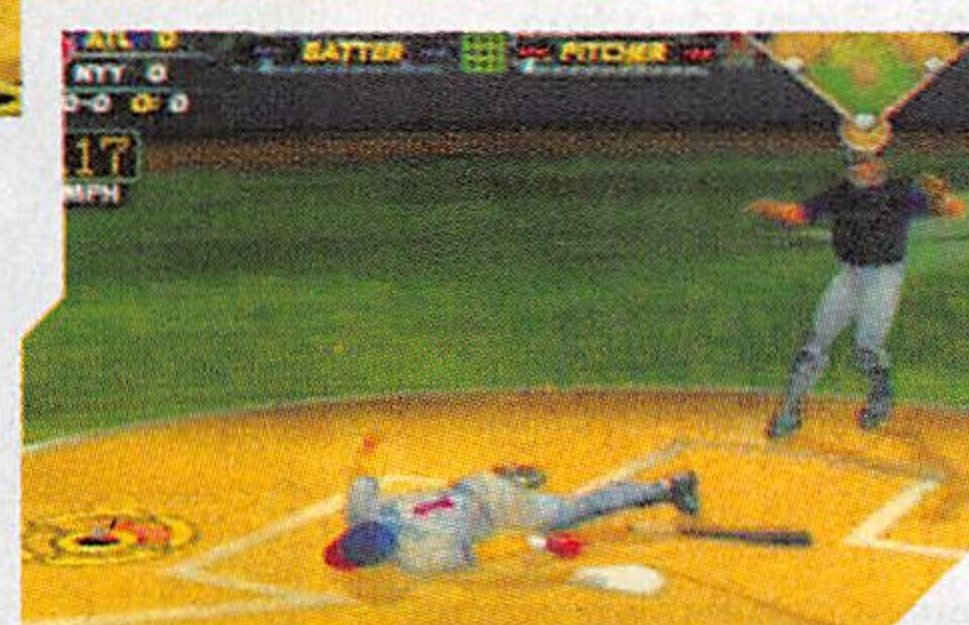


▼ Even Barry Bonds will have trouble hitting a baseball that's on fire.

► If you hit a player in the legs, you'll take down his speed rating, but you can also make him mad and boost his ratings.

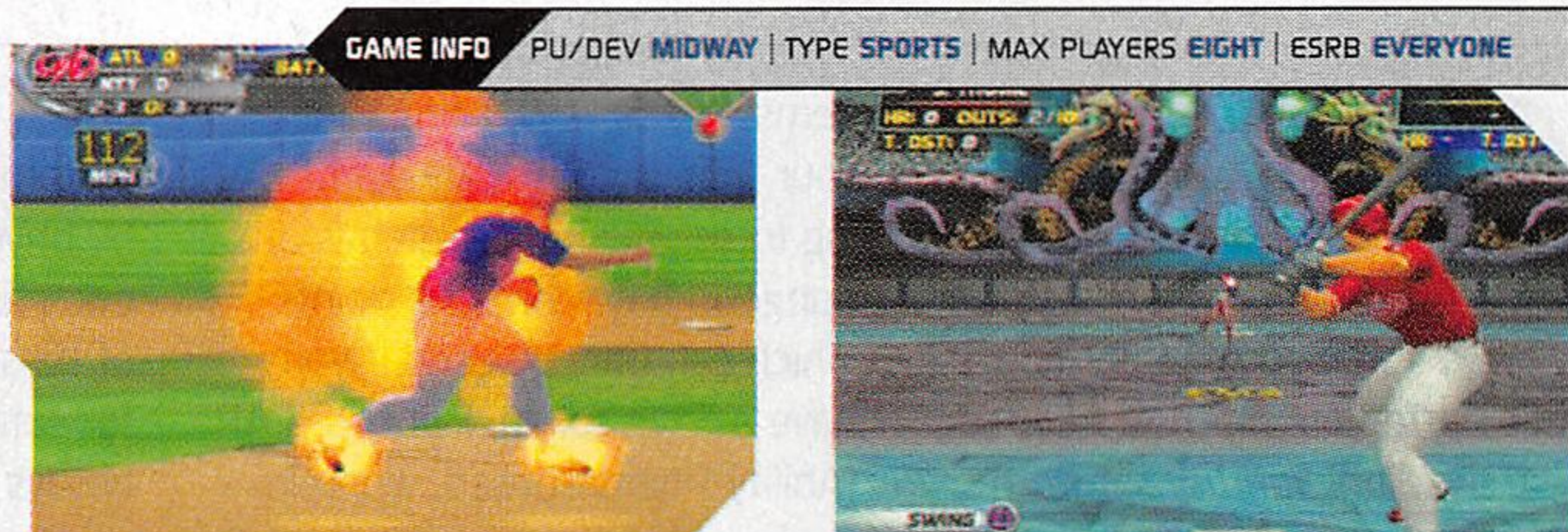
**D**id you know that the best selling baseball game of 2002 wasn't one of those grind-it-out simulations that sports reviewers gush over? Nope, it was *MLB SlugFest*. Simple, intuitive, and surprisingly gorgeous fantasy gameplay earned this title accolades from the people who matter most... PS2 owners.

This year, *SlugFest* is back, and it's even faster, even smoother, and even more attractive than ever. Although the improvements aren't revolutionary, a revamp really wasn't needed. Those who thrived on last year's no-holds-barred gameplay will have little to gripe about this year. All the crazy



pitches, on-fire players, bean balls, basepath brawls, and other goodies are back in full force.

The most notable change this year is a deeper selection of team options. You now have more real players from each team to choose



▲ When your pitcher lights up, the batters will beg for mercy.

▲ Don't forget to check out the fantasy Stadiums, like Atlantis.

# MLB SLUGFEST 20-04

*High-octane baseball for the masses*

**PSM MUST-BUY BRONZE**

from and you can build your own squad out of the league's best players. Individual batting stances and pitching motions add a bit to the overall look, but more important are the addition of new defensive moves, special combos, and a quirky new

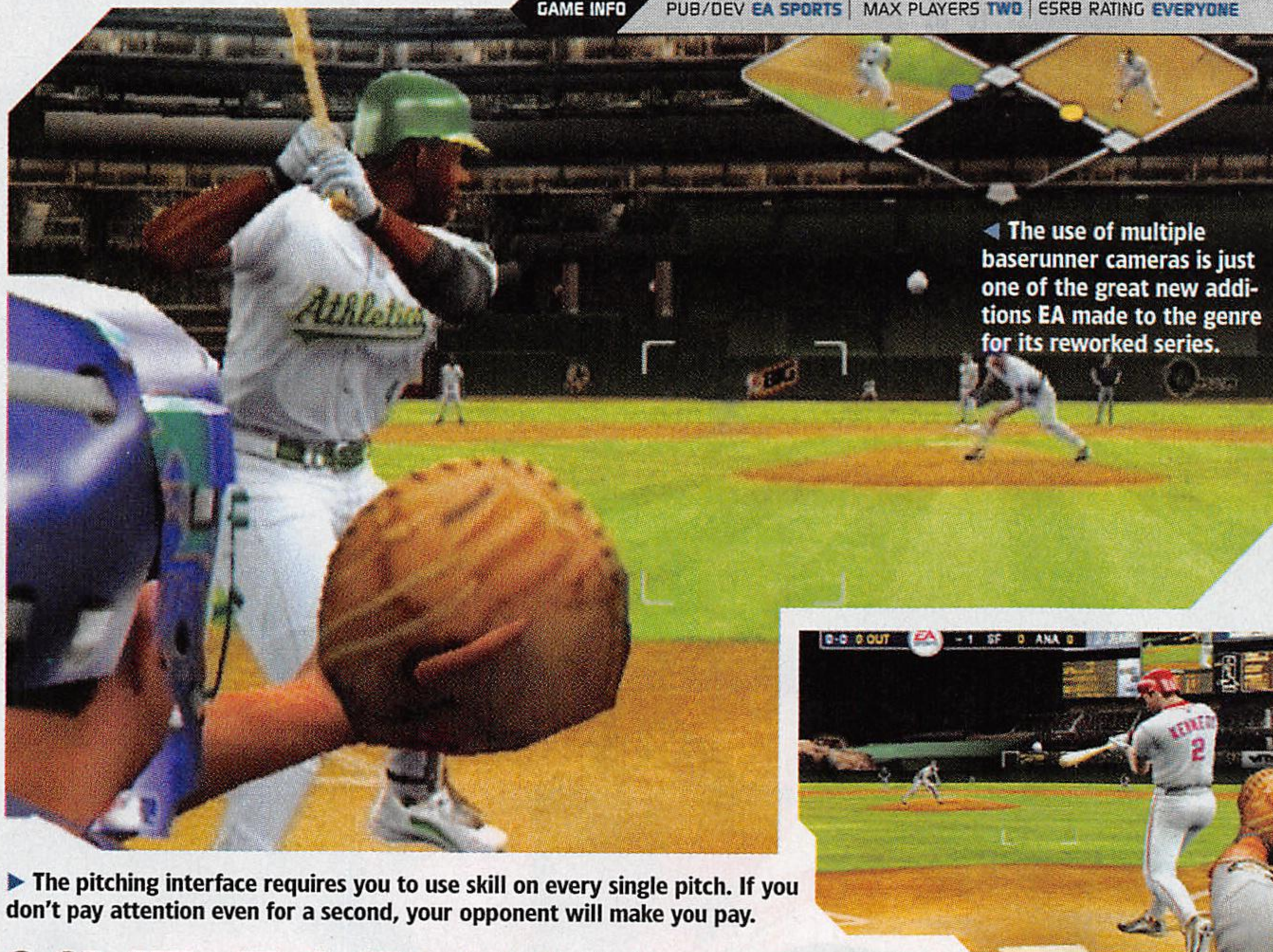
Home Run Derby mode. And lest we forget, the bizarre announcing team is back from last year with an entirely new script. Some of their banter is painfully silly, but it works for this game, and it's a much-welcomed alternative to the banal play by play in other baseball games.

It still would have been nice to see a more realistic simulation mode attached to *SlugFest*, but if you're looking for the most enjoyable baseball game of the year, you'll be hard pressed to beat this one. **DAN EGGER**

**PSM 8 VERY GOOD**  
We just wish that Midway could find a way to put this gameplay and these graphics together with a good simulation engine so that everyone could be happy.



GAME INFO PUB/DEV EA SPORTS | MAX PLAYERS TWO | ESRB RATING EVERYONE



◀ The use of multiple baserunner cameras is just one of the great new additions EA made to the genre for its reworked series.

▶ The pitching interface requires you to use skill on every single pitch. If you don't pay attention even for a second, your opponent will make you pay.

## MVP BASEBALL 2003

*Most Valuable? Maybe.  
Most Improved? Absolutely!*

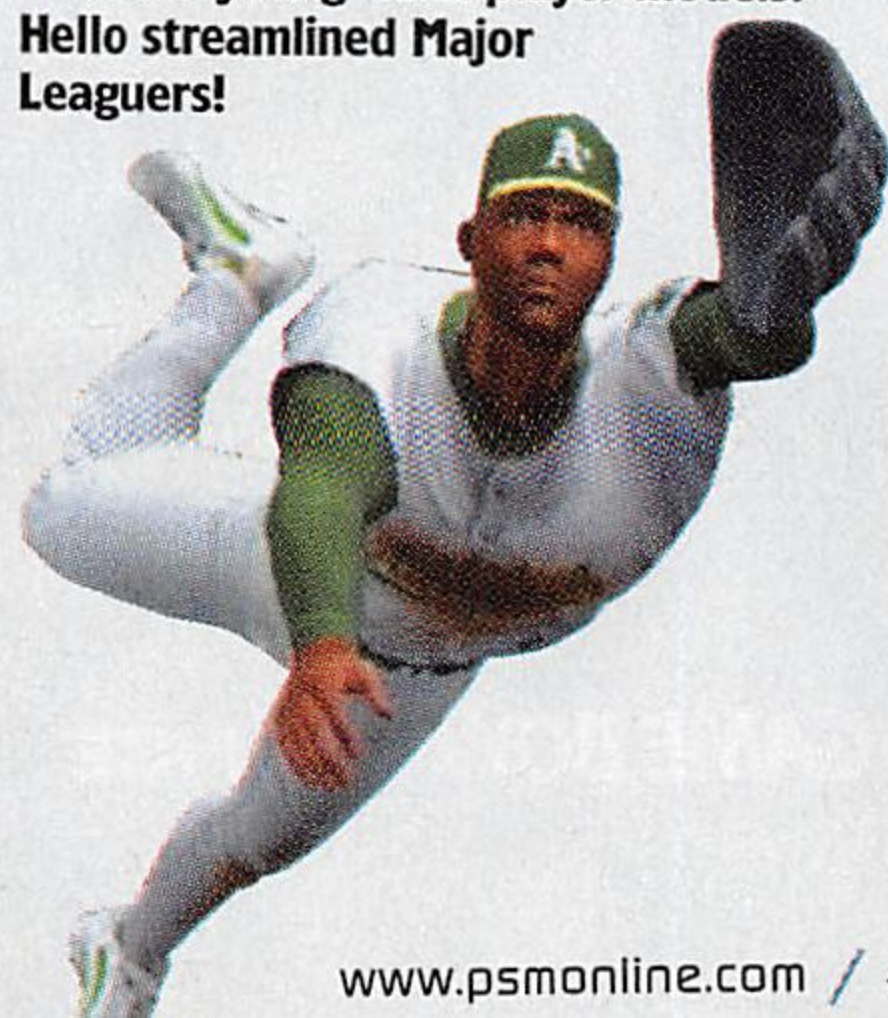


**T**his year, EA changed the name of its flagging *Triple Play* franchise to *MVP Baseball*. Thankfully, it changed

a lot more than just the name. In fact, EA dramatically improved its baseball franchise from the mound up.

The changes start with the graphics. Gone are the giganto-skulled monstrosities from last year. In their place are more realistic player models with slightly better faces, smooth animations, and more believable motions. You'll also find significant changes in the gameplay. The first one you'll notice is the pitcher/batter interface. Pitchers now use a golf swing-style meter to determine the pitch speed and pitch accuracy. This makes each throw challenging and unpredictable. Batters display hot and cold

▼ Goodbye big-head player models. Hello streamlined Major Leaguers!



areas, which require pitchers to really think before throwing.

Changes have also been made in fielding. You can now control the speed of your throws with another simple gauge. A quick tap results in a lazy toss while holding the button down hurls the ball with Major League velocity. Be careful, however, if you let the gauge build into its red area, the chances for an error increase.

Another improvement is the new Home Run Showdown mode. This pits you in a direct head-to-head battle with another player via split screen. The goal is to hit a specified distance first. Players are fed continuous pitches and get bonus points for hitting home runs and bonus tosses. Points are subtracted for strikes and fouls.

Our favorite addition is the new franchise mode. After adding the best franchise mode ever to *NCAA Football 2003*, EA may have topped itself here. The key elements

are the ability to intervene in the middle of a simulated game and a season momentum meter. With these features, you can simulate your way through a full season and then jump into the late innings of important games to insure victory. These are such simple, but addictive, features that every future sports game should be required to copy them.

*MVP* isn't perfect. It still leans to the arcade side, you won't enjoy many pitcher's duels, you don't have much control of fielding, and the graphics don't quite measure up to *SlugFest*. Hardcore fans won't be enamored by *MVP 2003*, but the rest of us have been given a lot to enjoy. **DAN EGGER**

### HOW IT STACKS UP

MVP Baseball 2003	8
MLB Slugfest 20-04	8
High Heat Baseball 2004	7
Triple Play 2002	7
MLB 2004	7

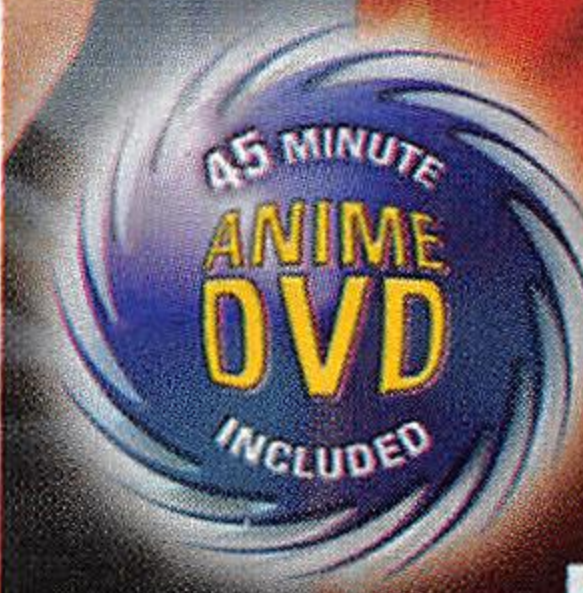
**PSM**  
FINAL SCORE

**8**

VERY GOOD

This is a vastly improved baseball series with a franchise mode that's soon to be copied throughout the industry.

# Dominate



.hack ranks among the top 9 RPGs for 2003!

感染拡大  
**.hack**  
INFECTION  
Part 1

Taking over the **world** has never been this contagious

[www.dothack.com](http://www.dothack.com)



PlayStation®2



Mature Sexual Themes  
Mild Language  
Violence

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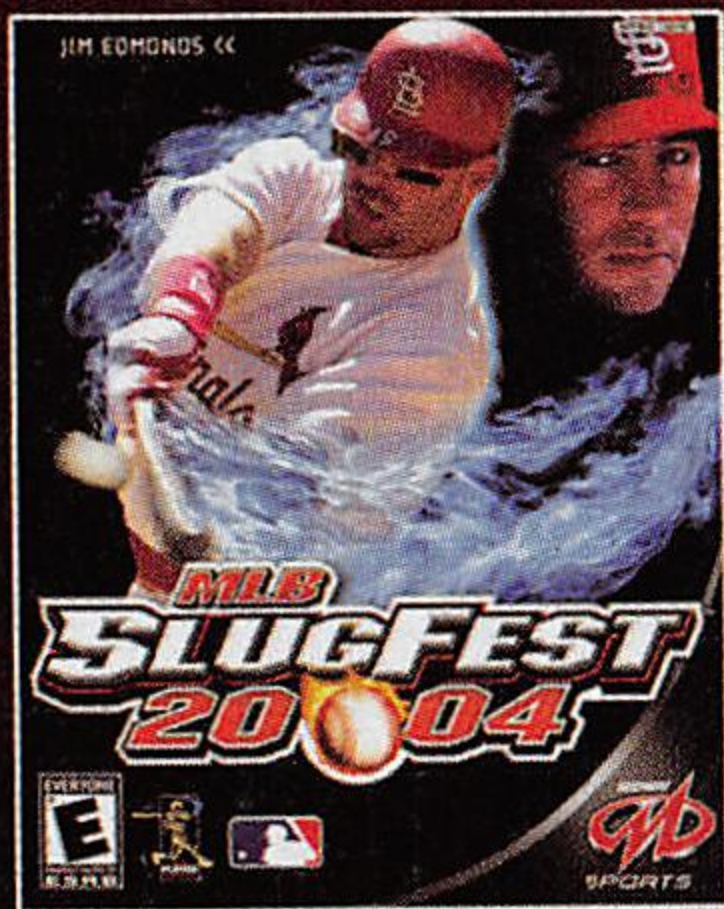


#1 SELLING  
BASEBALL  
GAME!\*

# MLB™ SlugFest. Better Than Real.

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\*Based on total sales in 2002 from TRST on the PlayStation®2 computer entertainment system.



PlayStation®2



GAME BOY ADVANCE





# MLB SLUGFEST 2004

The top-selling exclusive adrenaline-style baseball videogame is back with a ton of new features.



Loads of ALL-NEW features like individual MLB™ player batting stances and pitching deliveries.



Ferocious adrenaline-style play lets you go in spikes high; then, relive it from any angle with the new customizable instant replay.



Pit your favorite MLB™ players in an ALL-NEW Home Run Derby® and square off against the most feared long ball hitters in the league.



More than 1,500 dazzling animations offer flawless running, fielding, hitting and pitching action.



Comic Mischief  
Violence



Game preview at [www.midwaysports.net](http://www.midwaysports.net)





PUB MAJESCO | DEV BLADE | MAX PLAYERS TWO | RATED TEEN



▲ *HSX* is an incredibly fast game, but that unfortunately means that making mistakes is that much easier.

## HYPERSONIC XTREME

**F**uturistic hovercar racing has been a part of the PlayStation since the original system debuted with *Wipeout* in 1995. Plenty of graphical upgrades, advancements and modifications later, the sci-fi racing genre still manages to make appearances every year in a multitude of shapes, sizes, and packages, and the year 2003 is no different.

The latest effort comes from the team at Blade Interactive and Majesco. Entitled *HSX: Hypersonic Xtreme*, the newest high-velocity speedster may not be on the same level as other genre kings, like the aforementioned *Wipeout*, or even *Extreme G*, but it's halfway decent for what it is: a ten-dollar budget title. That's right, it's only ten bucks.

To its credit, *HSX* has one of the top track editors that we've seen so far. Though its possibilities are limited in terms of options and features, there are still enough branches and goodies in your arsenal to assemble a halfway decent track to perplex your friends and impress yourself with, which is a godsend, considering the fact that track design is one of *HSX*'s biggest flaws.

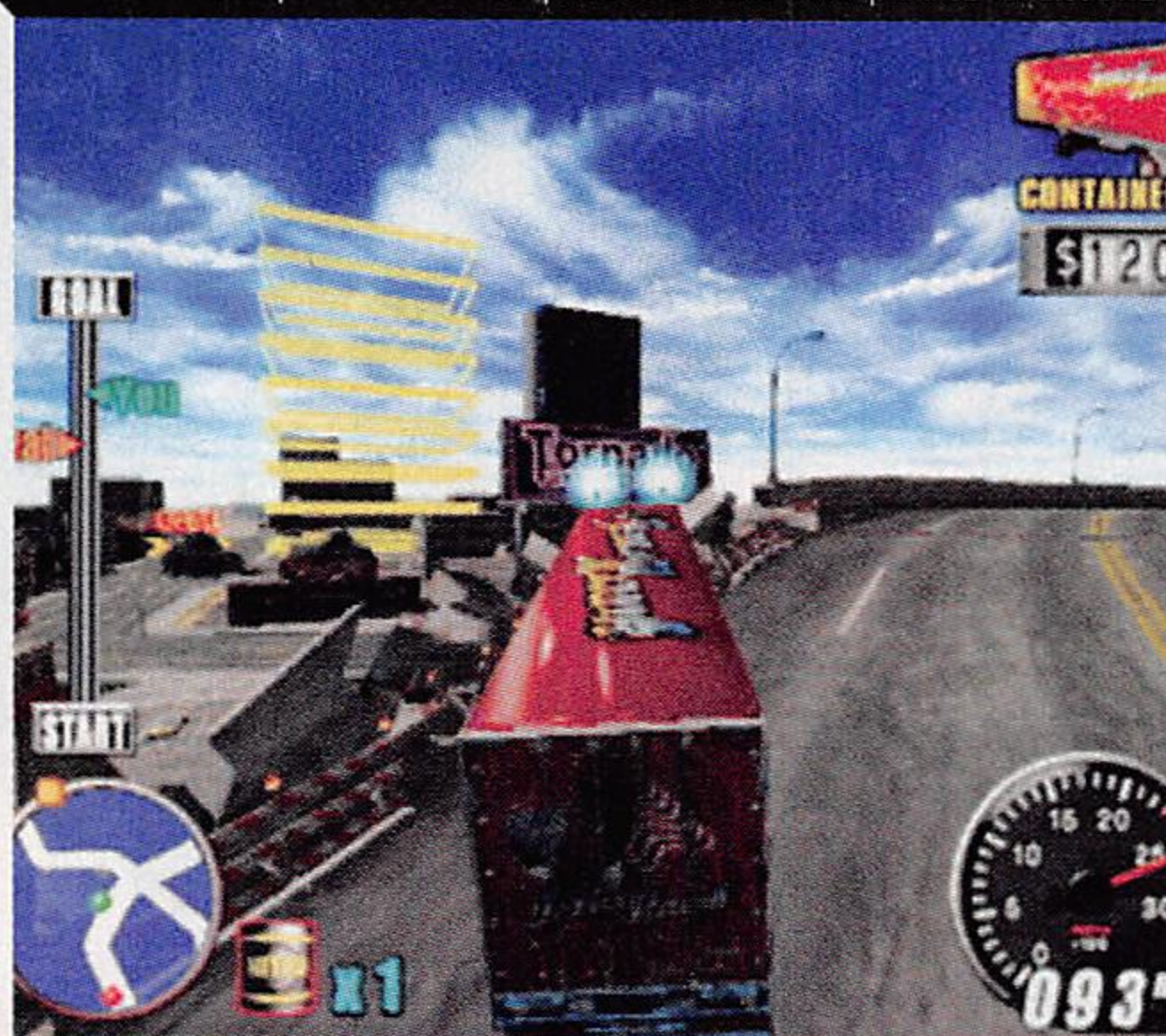
The game's main problem lies with how segmented the majority of the sections are. Crash between one of the shorter pieces of a track, for instance, and you're pretty much done for. Nine times out of ten, you won't be able to pick up enough speed after afterwards to jump the space in order to reach the other side. It makes recovering from a mistake almost impossible. Which is pretty unfortunate, because you're going to make a lot of mistakes with the floaty, over-responsive control in the game.

Overall, *HSX* isn't too bad, but it's definitely behind the times in terms of polygon count, special effects, control, and other such things. The game's only ten bucks, though—and in this case, you at least get what you pay for.

JEREMY DUNHAM

**PSM 5** SO-SO There have been much better racers for PS2, but for the price, it's still worth a shot.  
FINAL SCORE

PUB SEGA | DEV SEGA AM2 | MAX PLAYERS TWO | RATED EVERYONE



▲ Discovering hidden shortcuts is a necessary skill you'll need to survive!

## THE KING OF ROUTE 66

**A**s a deluxe arcade game, *The King of Route 66* worked well. With a cab that resembled an 18-Wheeler rig and a "working" CB radio, it never had trouble catching a player's attention. Unfortunately, a lot of the magic was lost in the home conversion.

While the majority of the game was left intact, the CB was understandably nixed. Now, instead of shouting into a mic, you simply press a button to activate the nitro.

Where *The King of Route 66* suffers the most is in the gameplay. Whoever oversaw the conversion over at Sega must have had the reflexes of the Flash, because you pretty much need them in order to win the game at the default difficulty setting. Suffice it to say, the computer always has a better truck than you and never makes a driving error. The only way to win is to find the shortcuts and memorize the track. In the end, it feels more like work than recreation.

Another problem with the game is field of view. You are given the choice of a cockpit view or an external bird's eye view. The cockpit view effectively cuts the visible screen area by a third and the bird's eye view is useless if you are carrying a large load. A front bumper view, which is fairly standard in racing games, would have made this a non-issue.

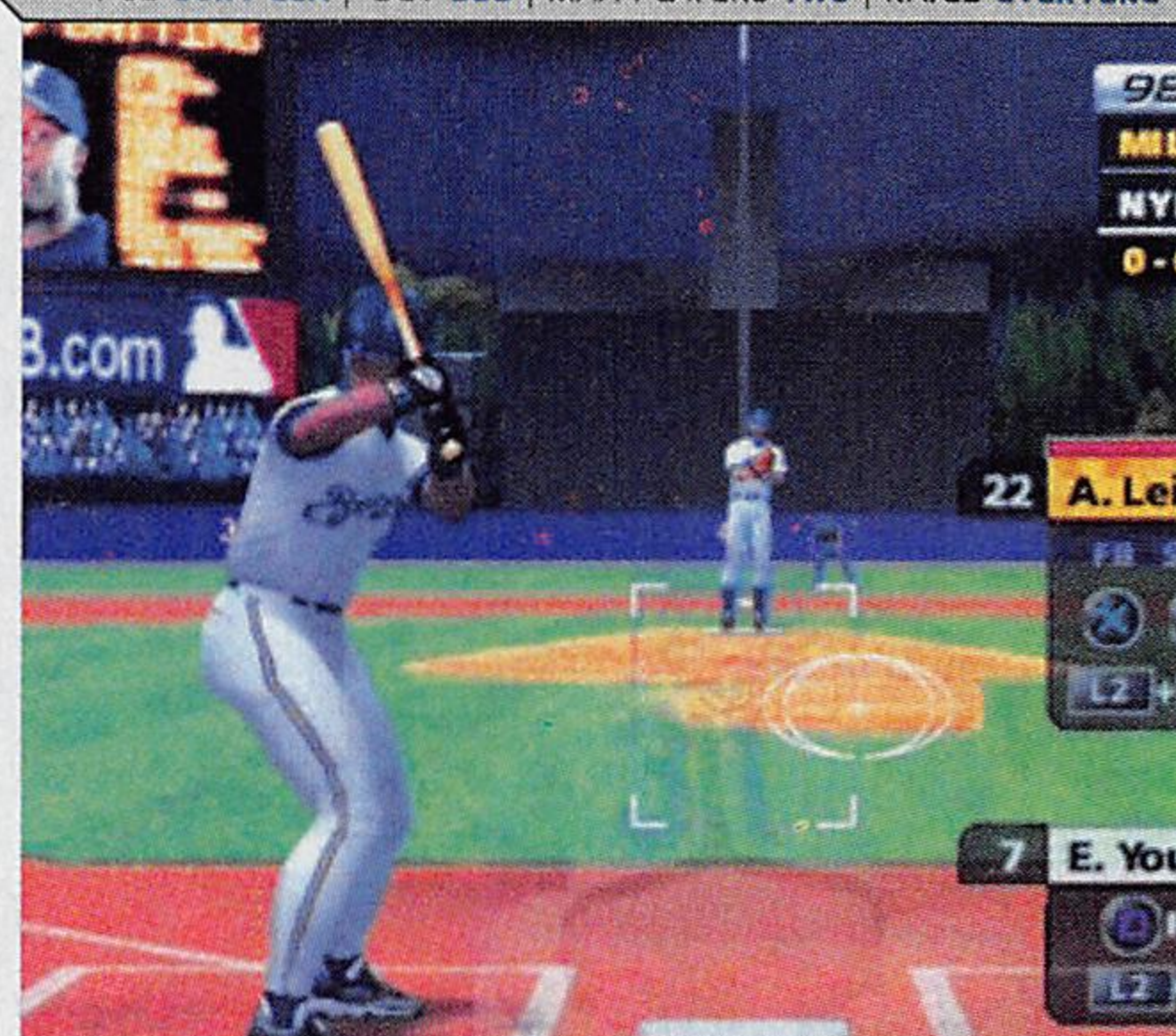
To its credit, the game does have a number of different modes to keep players coming back for more. While they rely on level memorization just like the main game, the computer players are a bit more forgiving in the alternate modes.

When all is said and done, *The King of Route 66* makes a nice rental, but there is little reason to make it a permanent part of your collection. If you absolutely need to hit the road in an 18-wheeler, you may want to wait for *Big Mutha Truckers* instead.

ADAM PAVLACKA

**PSM 5** SO-SO This is competent, but it lacks the polish that we've come to expect from an AM2 game.  
FINAL SCORE

PUB SONY CEA | DEV 989 | MAX PLAYERS TWO | RATED EVERYONE



▲ *MLB 2004* looks good, plays well, and delivers a solid version of the sport—a big step up for 989 Sports.

## MLB 2004

**L**ately, 989 Sports has been going through a bit of a rough stretch. Sony's in-house sports studio just hasn't been able to get a handle on its PlayStation 2 development. So you can imagine our surprise when 989's first PS2 baseball game, *MLB 2004*, turned out impressive. Sure, it may not be as polished or deep as the other PS2 baseball titles, but it's a significant step forward for the developer.

The graphics in *MLB* won't knock your socks off, but they get the job done. The characters have a bit of shrunken head syndrome and the animations vary from silky smooth to slightly chunky, but in the end, the visuals move along nicely. You'll never mistake this game for real baseball, but the graphics don't get in the way of gameplay either. Similarly, the sound, management modes, and AI aren't flashy, but they don't have many noticeable flaws.

*MLB 2004* utilizes a cursor-based batting interface, like *All-Star Baseball*. And while this doesn't provide the most realistic pitcher/batter duels, it's tuned nicely for those who enjoy this style of play. You can even outguess the pitcher and pick what he's going to throw. Correct guesses expand your batting cursor; wrong picks shrink it.

In terms of fielding and control, the game is tight... maybe a little too tight. There isn't much challenge in the fielding department, so hits seem pre-determined at the swing of the bat. Either they'll fall into a gap, or you'll make the play. Aside from a few bugs (like fielders not picking up balls near the foul line), everything works.

This all adds up to a game that has neither glaring weaknesses nor spectacular strengths. And while this is a considerable improvement for Sony's PS2 sports games, it still isn't in the same league as the best in baseball. Maybe it'll get off the bench next year...

DAN EGGER

**PSM 7** GOOD A solid baseball title that lacks any prominent strengths that would really make it stand out.  
FINAL SCORE



YOU ONLY GET ONE CHANCE  
TO MAKE A LAST IMPRESSION.



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Blood and Gore  
Violence



PlayStation®2

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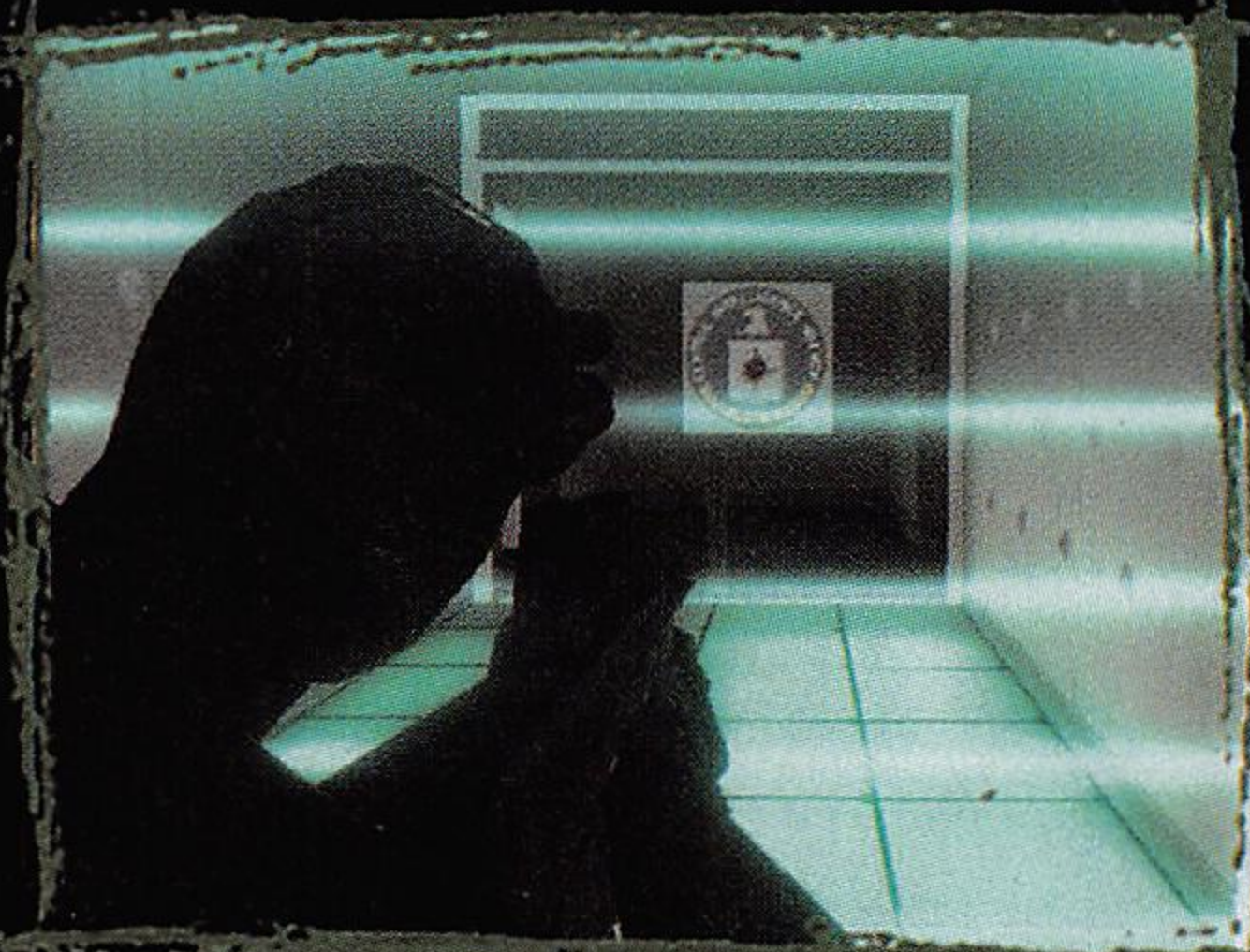


# "Game of the year."

Gamespy.com ~ Xbox Game of the Year

"The best Xbox game of 2002."

Entertainment Weekly ~ A-score



PLAYSTATION®2  
COMPUTER ENTERTAINMENT SYSTEM SCREENS SHOWN

"Don't hesitate to buy this  
amazing game."

Electronic Gaming Monthly ~ Editor's Choice Gold Award



PLAYSTATION®2  
COMPUTER ENTERTAINMENT SYSTEM SCREENS SHOWN

"Truly the next generation  
in stealth combat."

GamePro ~ 5/5



PLAYSTATION®2  
COMPUTER ENTERTAINMENT SYSTEM SCREENS SHOWN



PLAYSTATION®2  
COMPUTER ENTERTAINMENT SYSTEM SCREENS SHOWN

"9.6 highest score ever."

Official Xbox Magazine ~ Editor's Choice Award

PlayStation®2



Blood and Gore  
Violence





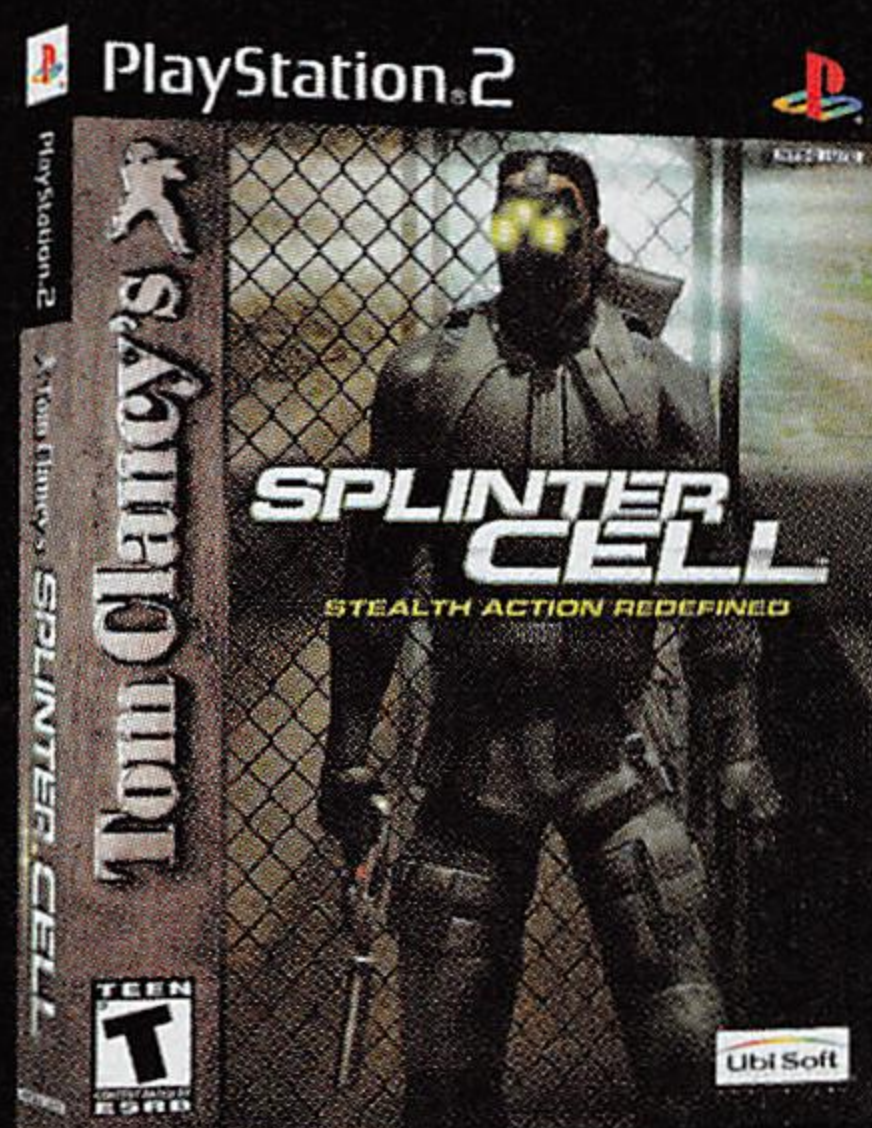
WHEN YOU'RE THIS DEADLY,  
ONE PLATFORM CAN'T HOLD YOU.

★★★★★

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COMPUTER ENTERTAINMENT SYSTEM.

★★★★★

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REVENGE

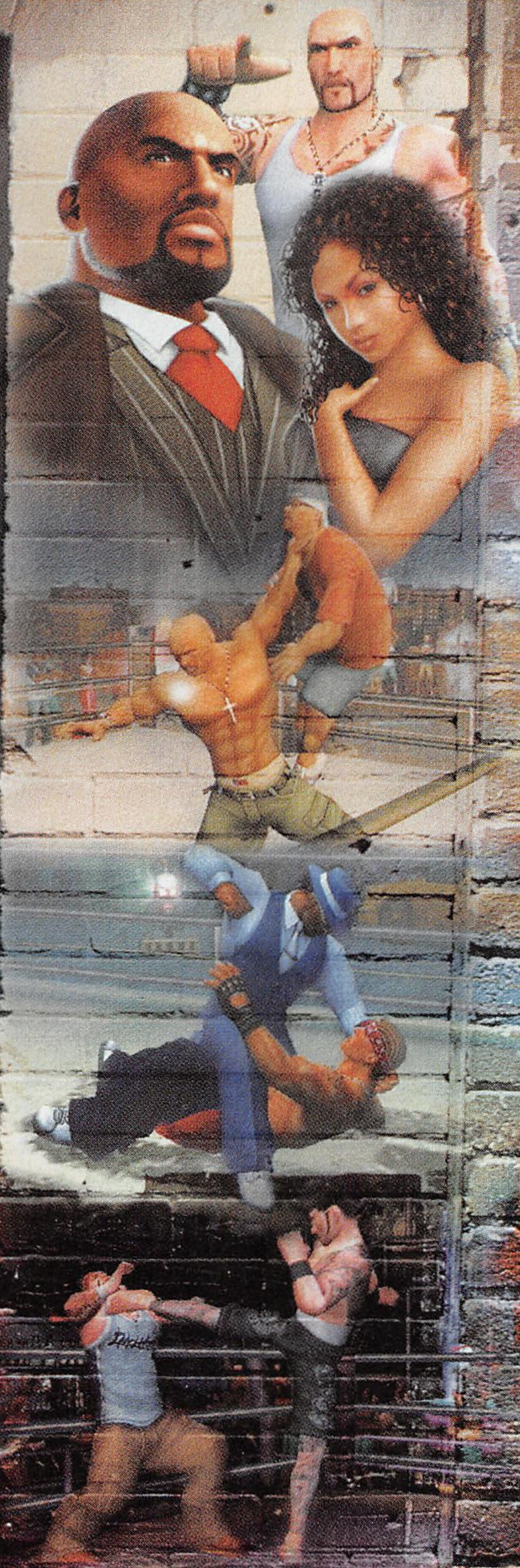


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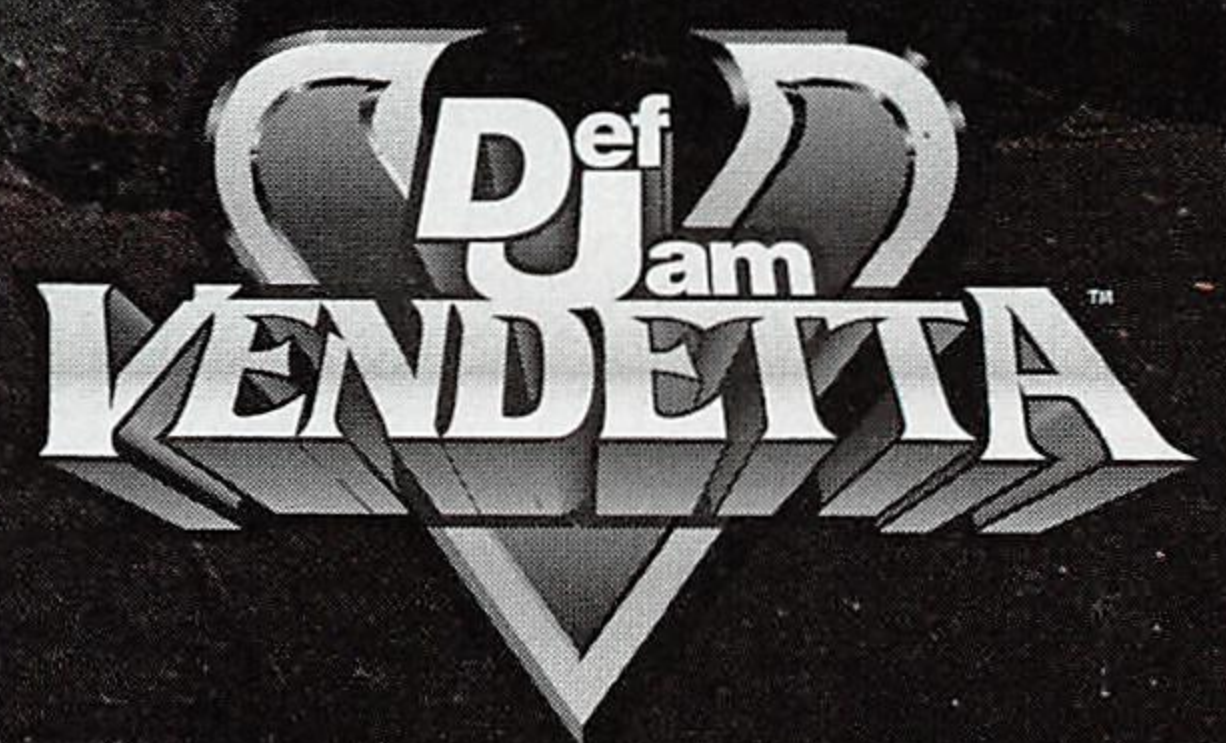
PlayStation®2







Do something. Fight for money, power and respect in the underground. The battle begins at [defjamvendetta.com](http://defjamvendetta.com).



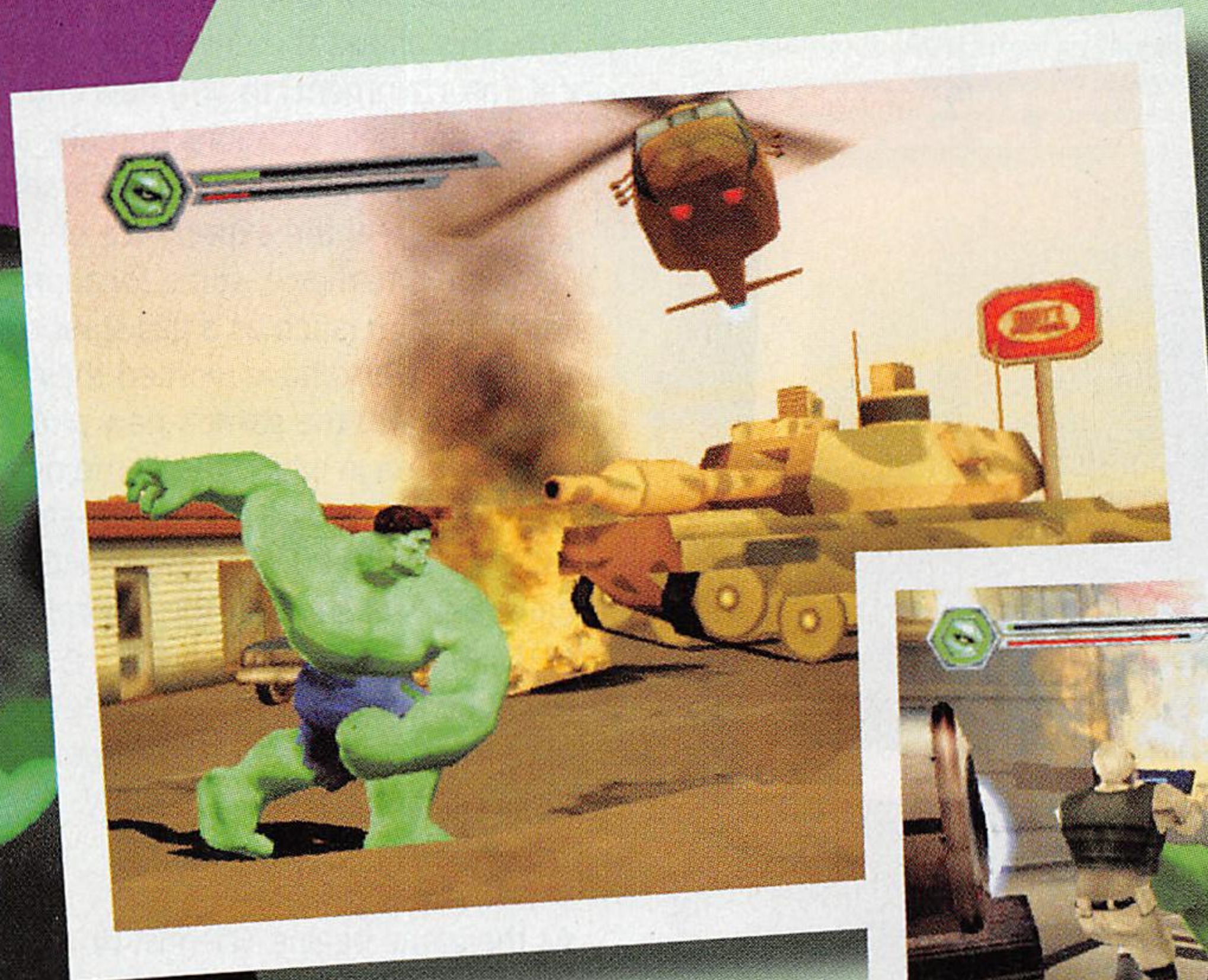




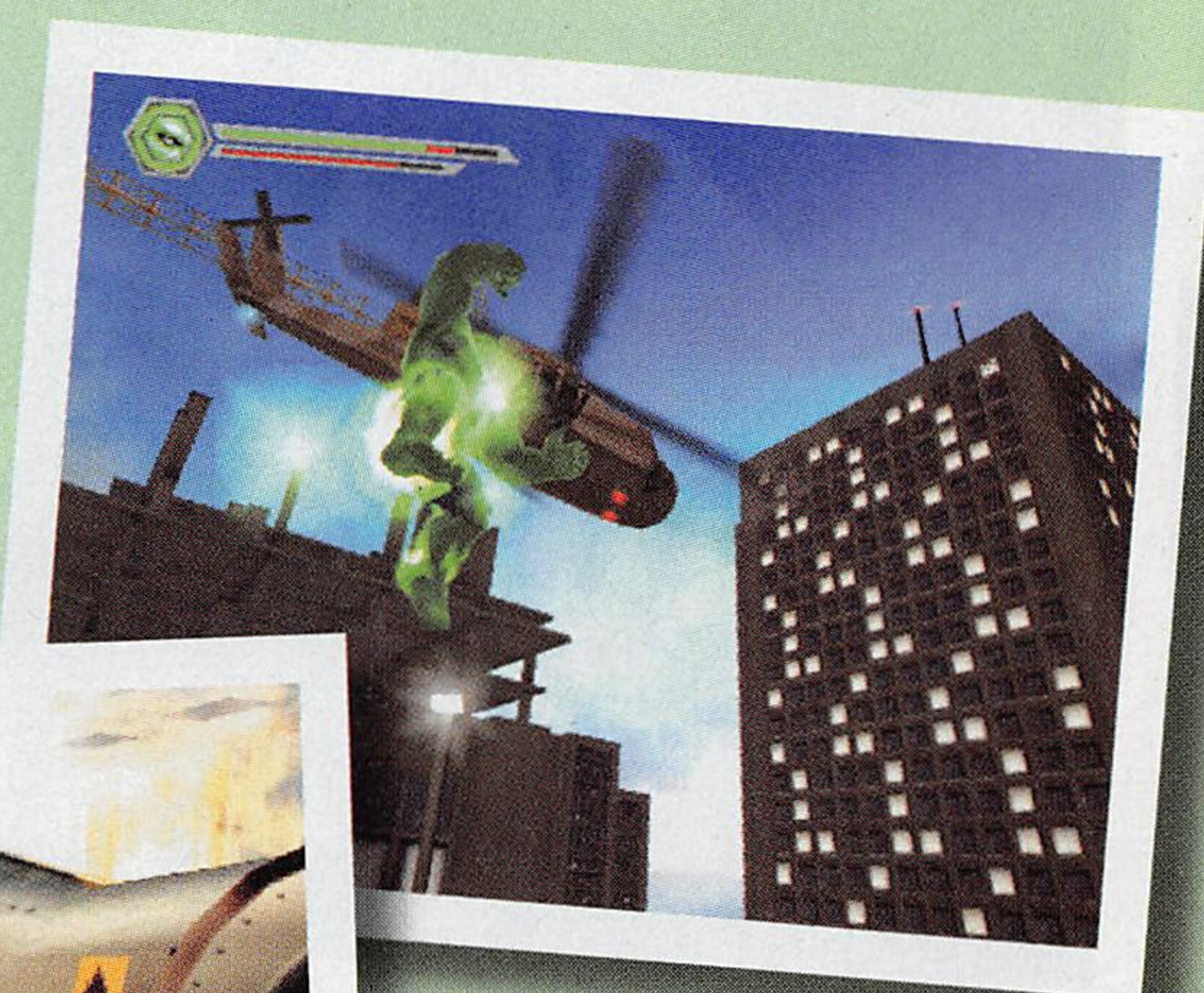
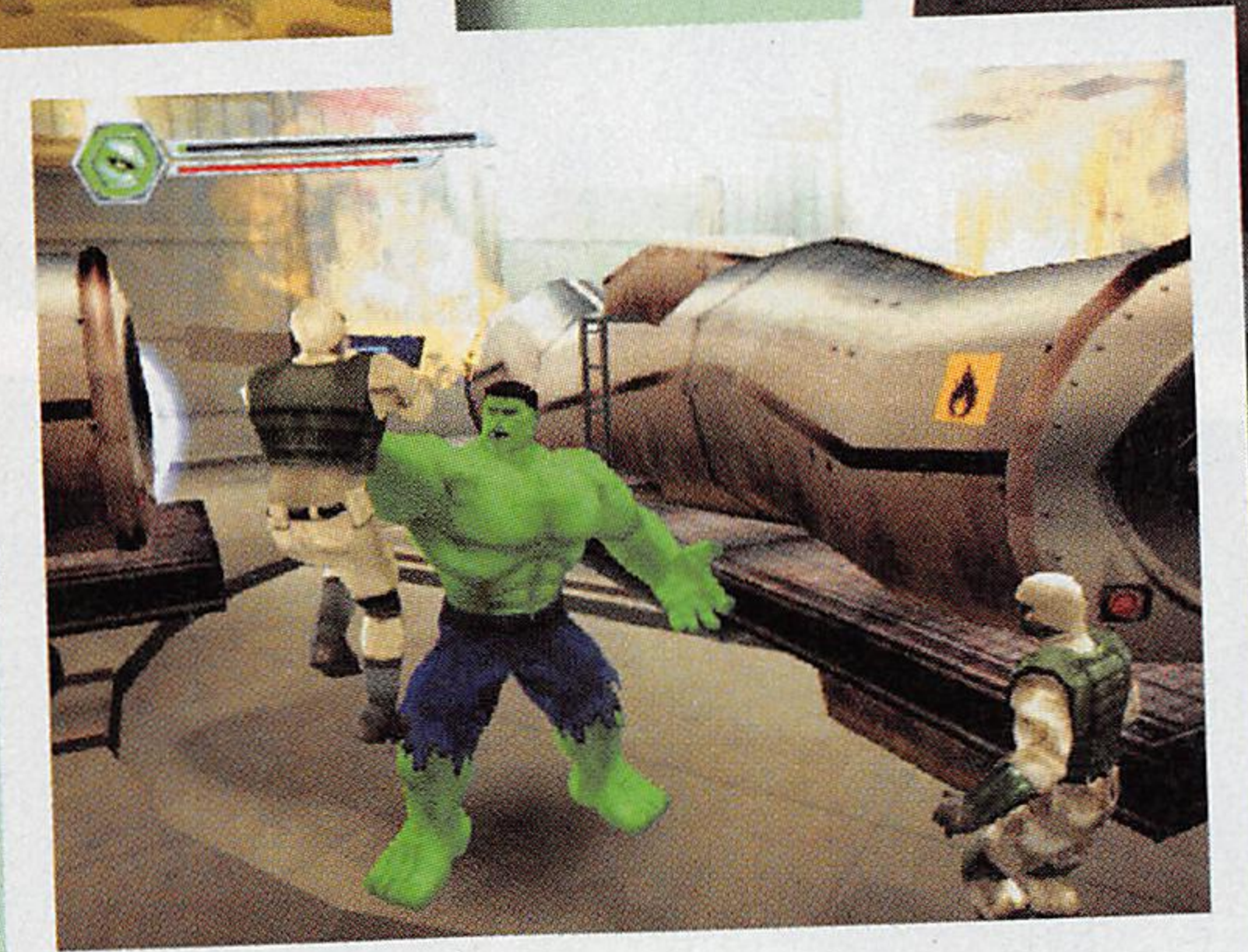


## WORLD EXCLUSIVE:

We go hands-on with the green goliath—get your **FIRST LOOK** at the year's **BIGGEST** superhero game!



▲ Hulk say graphics pretty. Even tanks and metal birds that try to hurt Hulk pretty. Not prettier than Betty, though. Betty still prettiest of them all. Hulk wish Betty was with Hulk now... Hulk lonely...



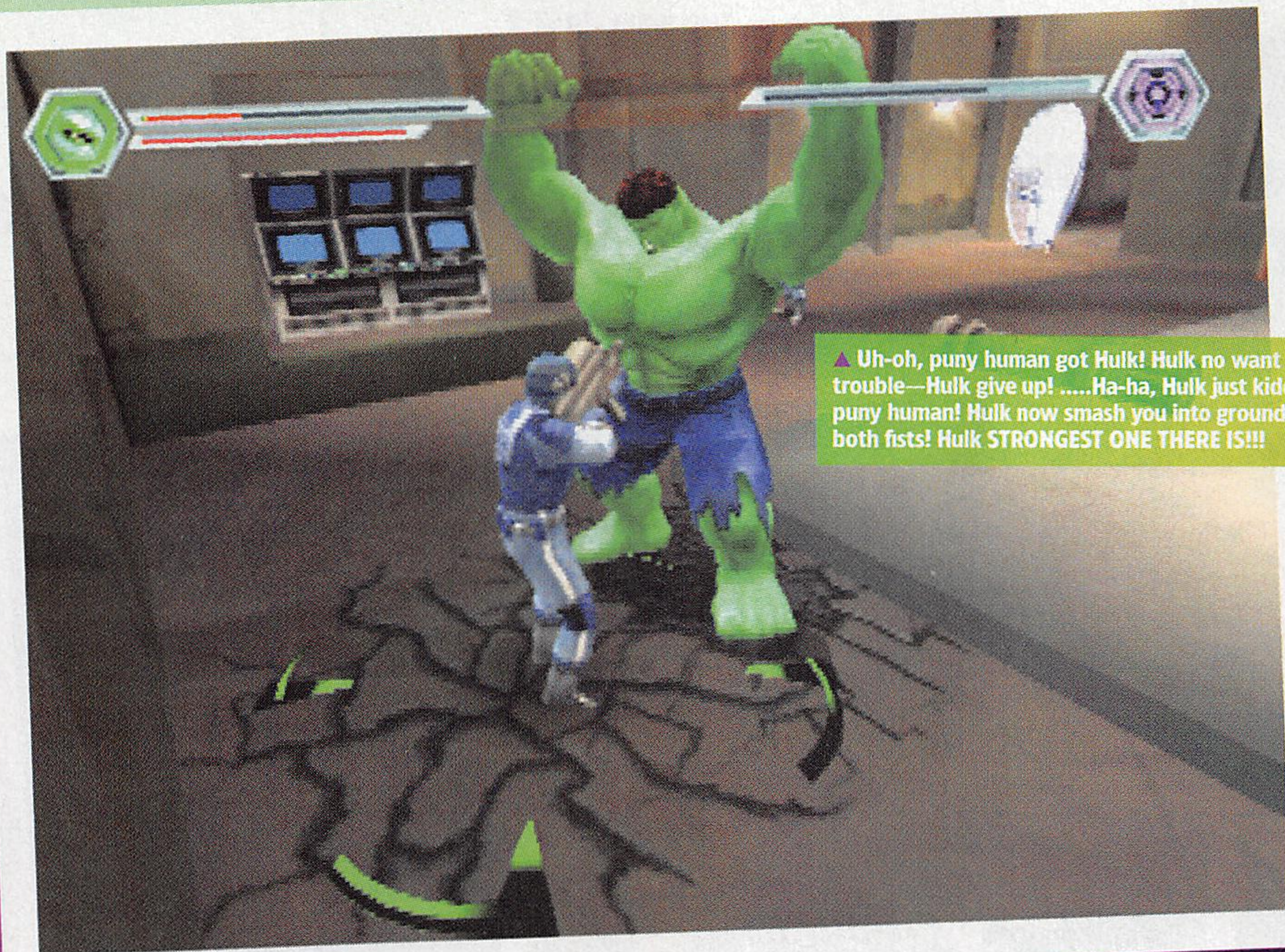
◀▲ Hulk have moves to PUNISH puny humans! Hulk jump up and punch the bad men, or pick up bad man and bash him and throw him. Hulk just want to be left alone... but Hulk will FIGHT if Hulk have to!

# WAST!

**S**pider-Man, Daredevil, the X-Men—yeah, they're all cool, but none of 'em are bigger, greener or meaner than the Hulk. While most people only know of the "painted man" TV version, the upcoming movie is about to give them a lesson in just how cool this character can really be. And—guess what?—as PS2 gamers, we're getting a go with the new Hulk almost a month before anyone will get to see the movie!



## **HULK SMASH!**



▲ Uh-oh, puny human got Hulk! Hulk no want trouble—Hulk give up! .....Ha-ha, Hulk just kidding, puny human! Hulk now smash you into ground with both fists! Hulk **STRONGEST ONE THERE IS!!!**

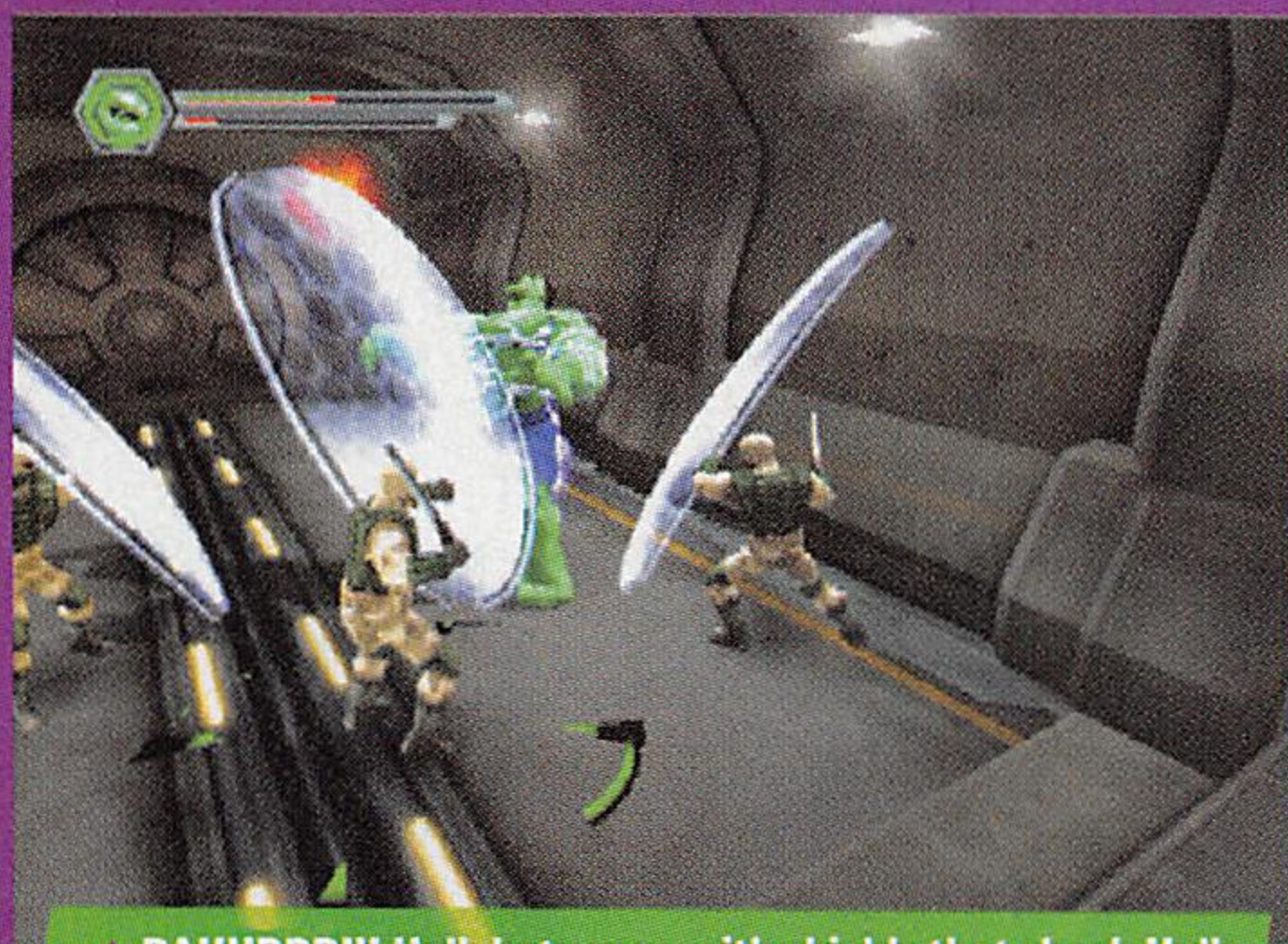
### **From Movie to Game**

Since the game will release before the movie, we'll actually be getting the second half of the Hulk story first—that is, the game's storyline is a continuation of what happens in the film. This allows the developers (Radical Entertainment) to add new characters and new locations to make a longer game. Because Radical wants gamers to feel the experience of "playing" the movie, some locations from the film (such as a gas station and laboratory) have worked their way back into the game's new plot.

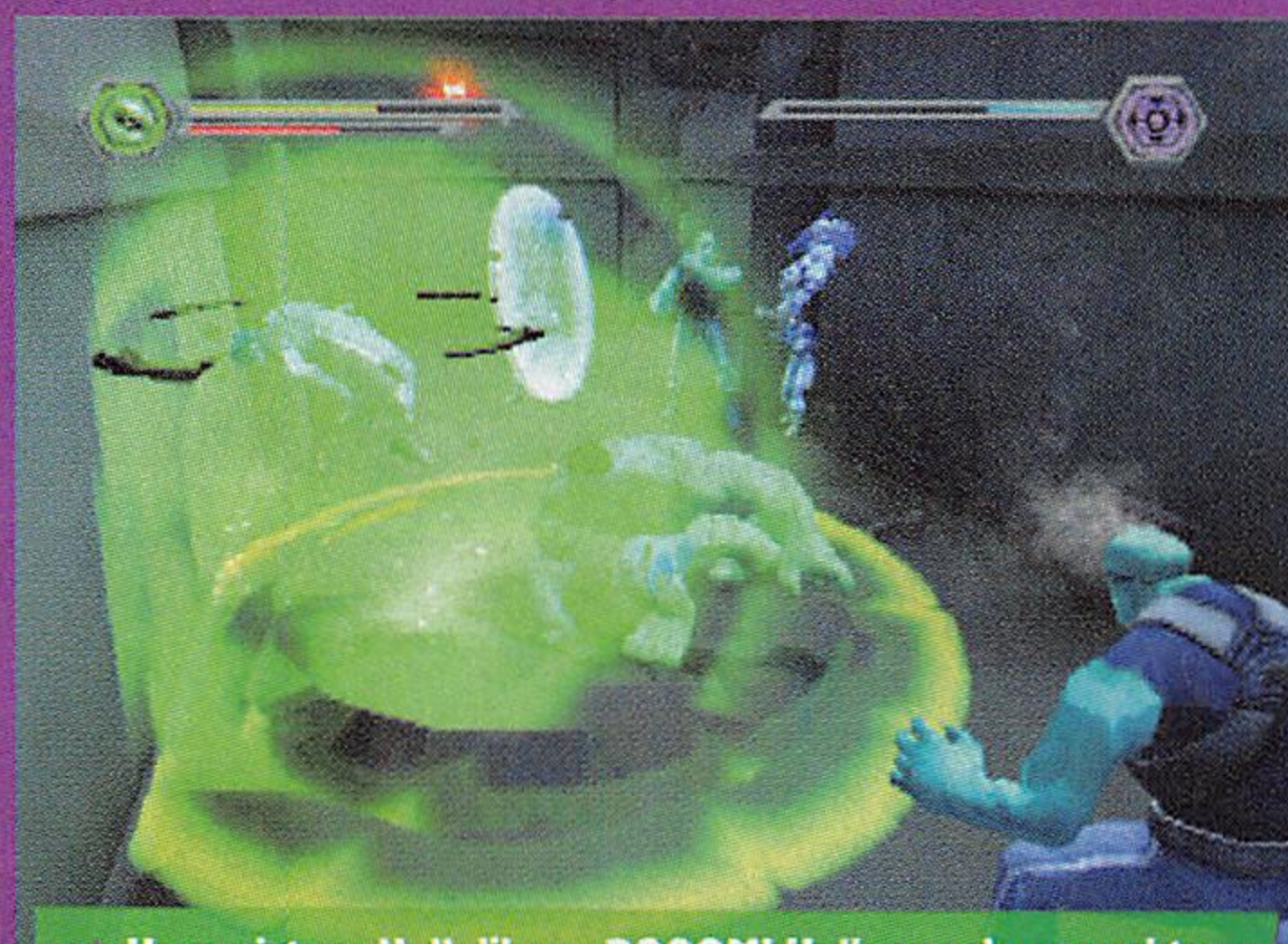
One area in which the game differs from the movie is in its cel-shaded look. Well, you wouldn't exactly call it cel-shading, but the flat colors and simplified lighting give the game a unique look that, while staying true enough to the look of the movie, gives the game its own identity.

### **The Story**

As the game begins, scientist Bruce Banner is still tortured by his double life as the Hulk—whenever he gets angry, the green goliath in him comes out and goes on an uncontrollable rampage. However, Banner will need to rely on the Hulk's might to battle



▲ **RAHHRRR!!!** Hulk hate men with shields that shock Hulk. Hulk hate this picture, so Hulk go to next one...



▲ Here picture Hulk likes—**BOOOM!** Hulk smash ground to knock down people trying to hurt Hulk!



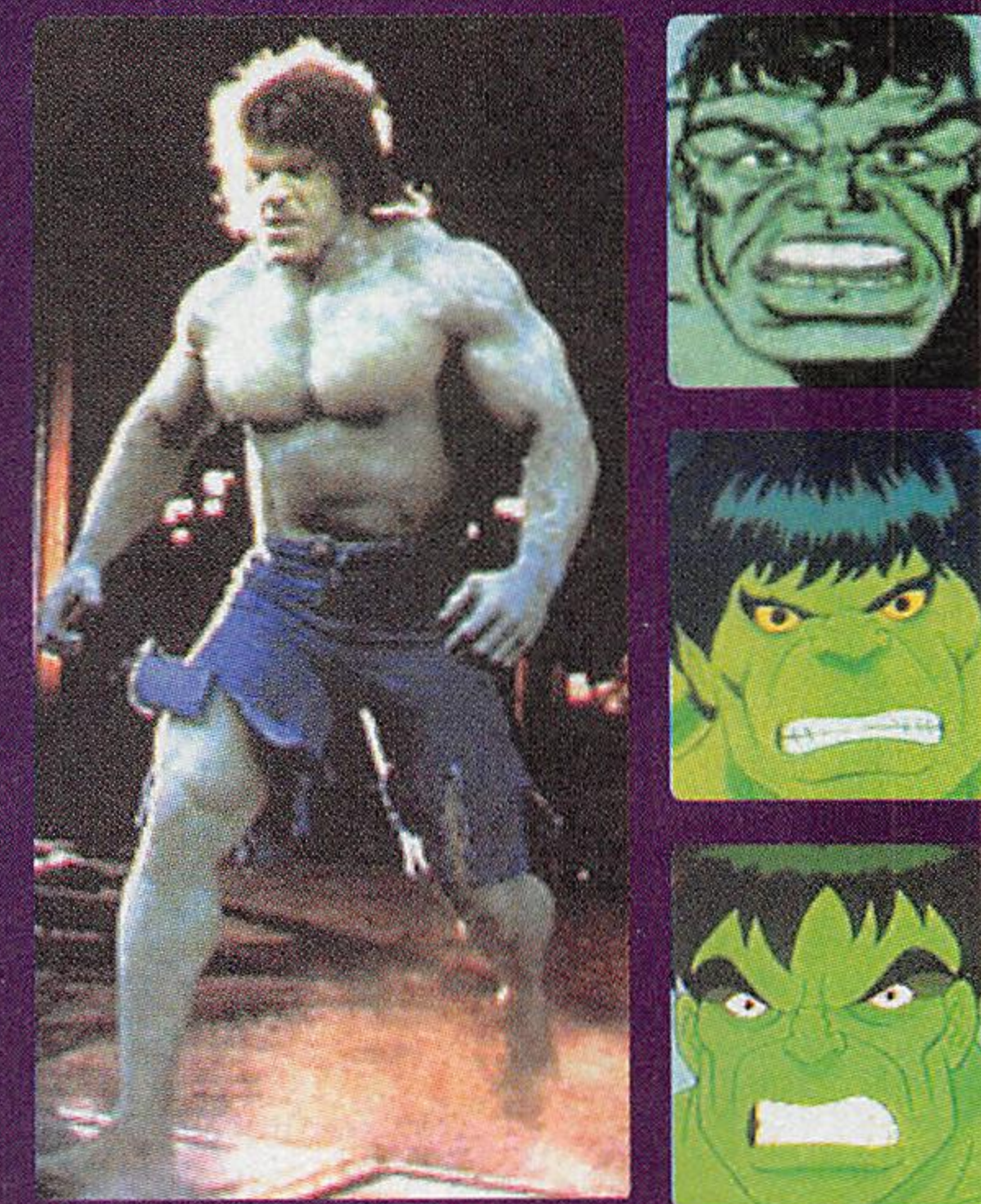
▲ Hulk can clap hands so hard, everything gets knocked over! Ha-ha, Hulk make you all fall down, puny humans! **HA!**

## **HULK ON TV**

*The Hulk got a few gigs before his upcoming big screen debut, in both live-action and animated form. Some of it was good, and some of it was downright ugly. Judge for yourself:*

**THE TV SHOW:** It may seem stupid now to paint up a body builder and call him the Hulk, but... well, maybe it was stupid back then, too. Somehow the show was still pretty cool though, and made Hulk a household name.

**THE CARTOONS:** Three different Hulk cartoon series have aired—check out how the ol' greenskin has changed over the years:





# HULK SMASH!

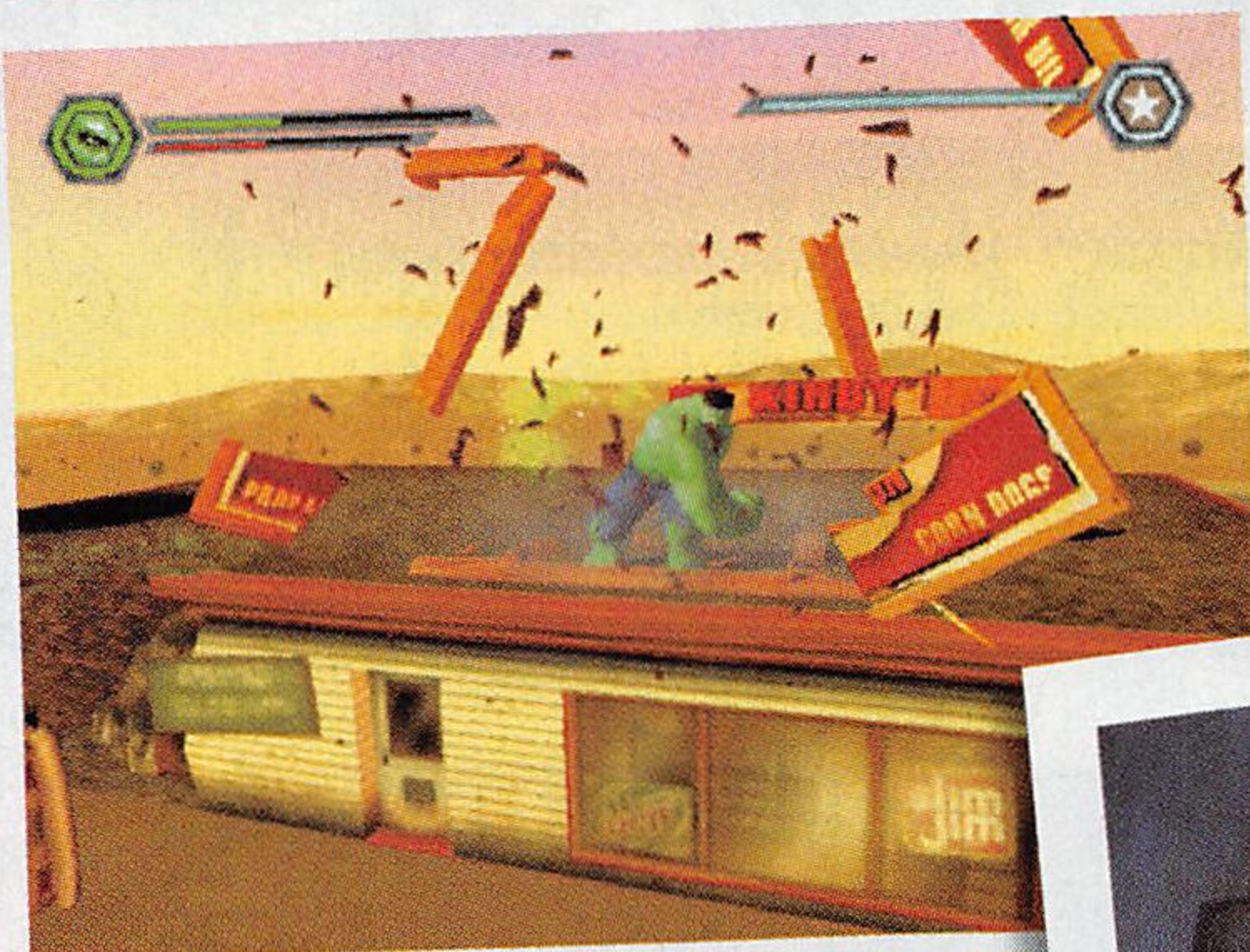
*It's what the Hulk is all about, right? He isn't hip like the X-Men, doesn't have Batman's gadgets and can't swing around town on weblines. Hulk breaks things.*

against the forces of the Leader (one of Hulk's most dangerous enemies in the comics). Like the Hulk, the leader is gamma-powered—only instead of increased strength, the Leader's gamma-enhanced brain makes him the smartest, most devious criminal mind on the planet.

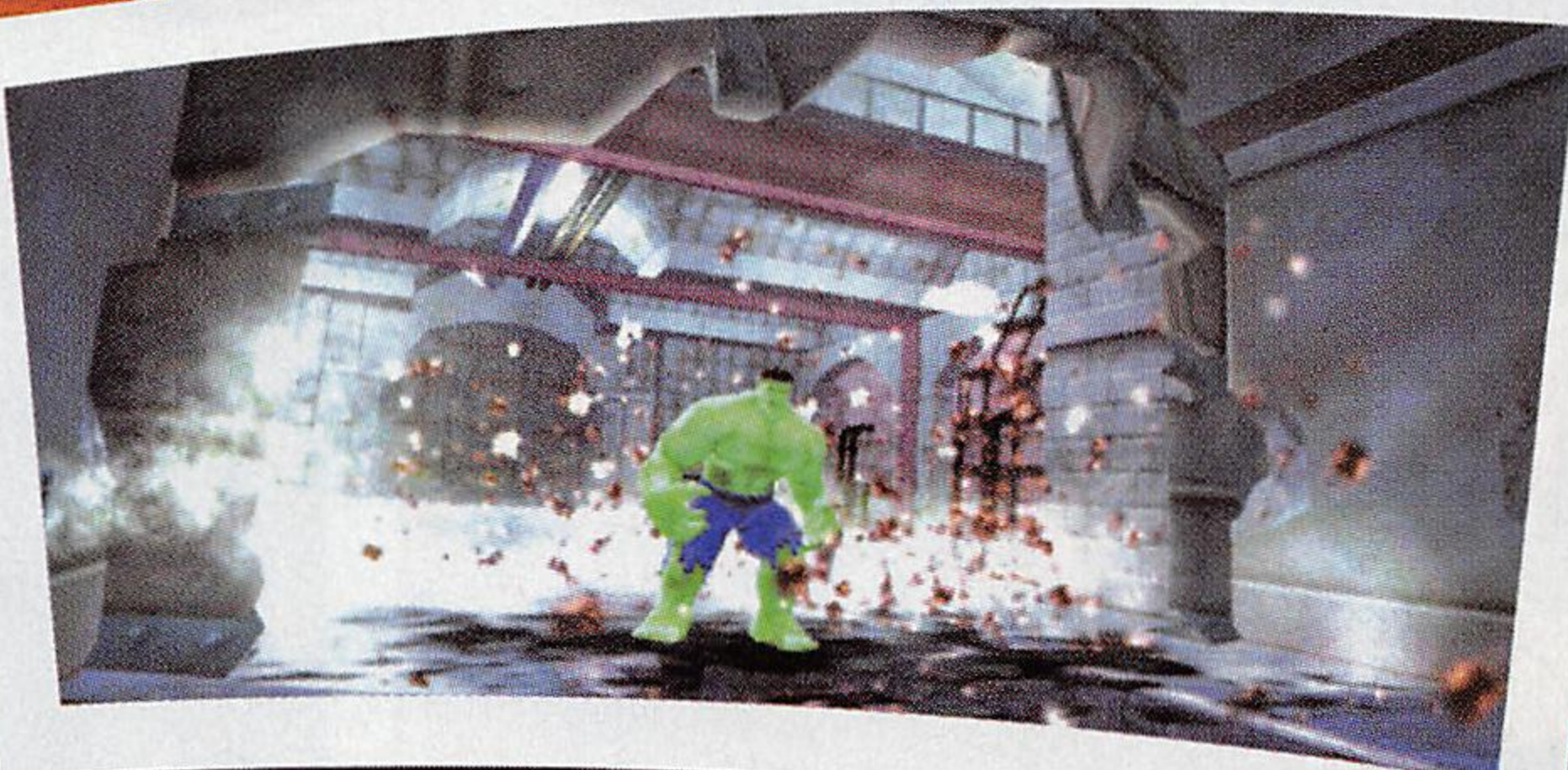
The Leader's plan is to steal the Hulk's gamma energy and use it to create an army of gamma-powered creatures to wreak havoc all over the world. Professor Crawford, Bruce's former friend and mentor, joins up with the Leader and betrays Bruce, tricking him into releasing the essence of the Hulk into a doohickey called the Orb.

Now, Banner must pursue Crawford and the Orb through San Francisco, into the freehold of Alcatraz, out of heavily guarded military installations and finally into the base of the Leader himself. Of course, soldiers, tanks, and gamma-powered creatures will be fighting Banner and his Hulk alter ego at every turn, but that's just the way that the Hulk likes it.

The story is told through widescreen cinema scenes that take the game's somewhat cel-shaded look even further. The game starts with Banner dreaming about an earlier Hulk rampage at a remote gas station, and that's where you start playing. This is kind of a tutorial level, where you can get a feel for Hulk's moves and attacks while tossing around soldiers, wrecking tanks and helicopters and, of

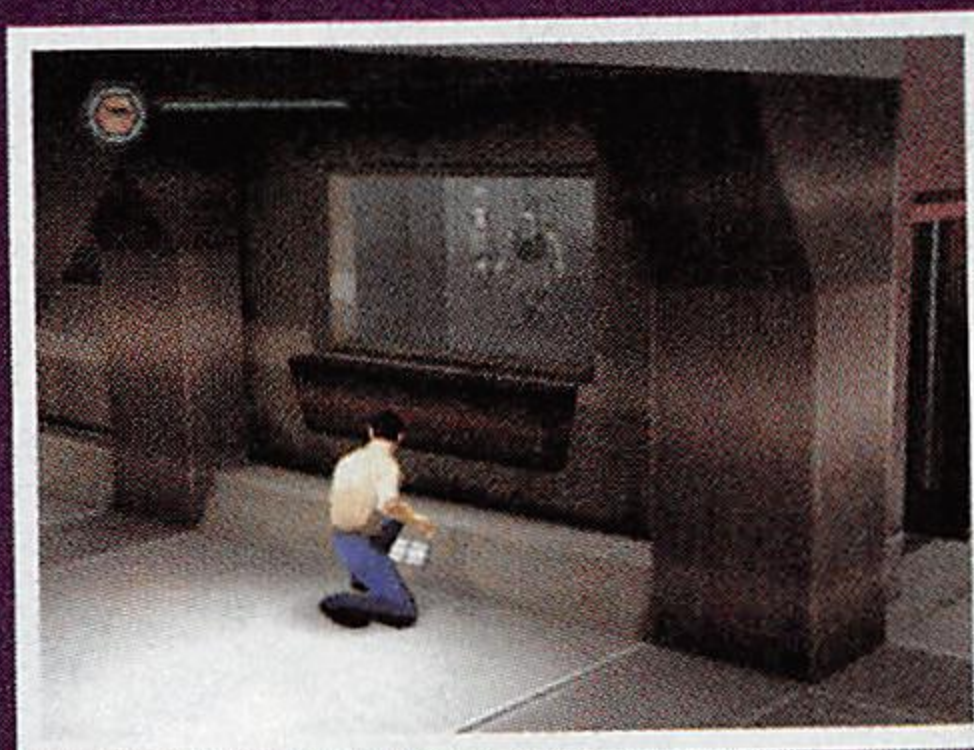


▲ Whether it's a steel wall, a car, a gas station or anything else, Hulk gets his jollies by wrecking whatever's in his way. Hope these guys are insured...

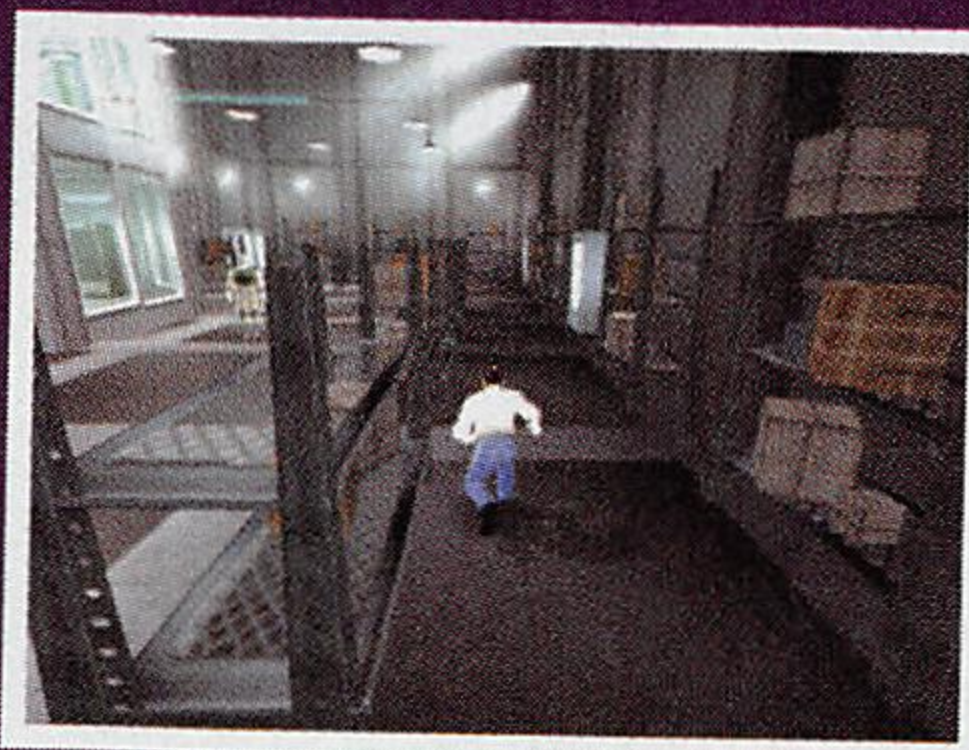


## SNEAKY BANNER

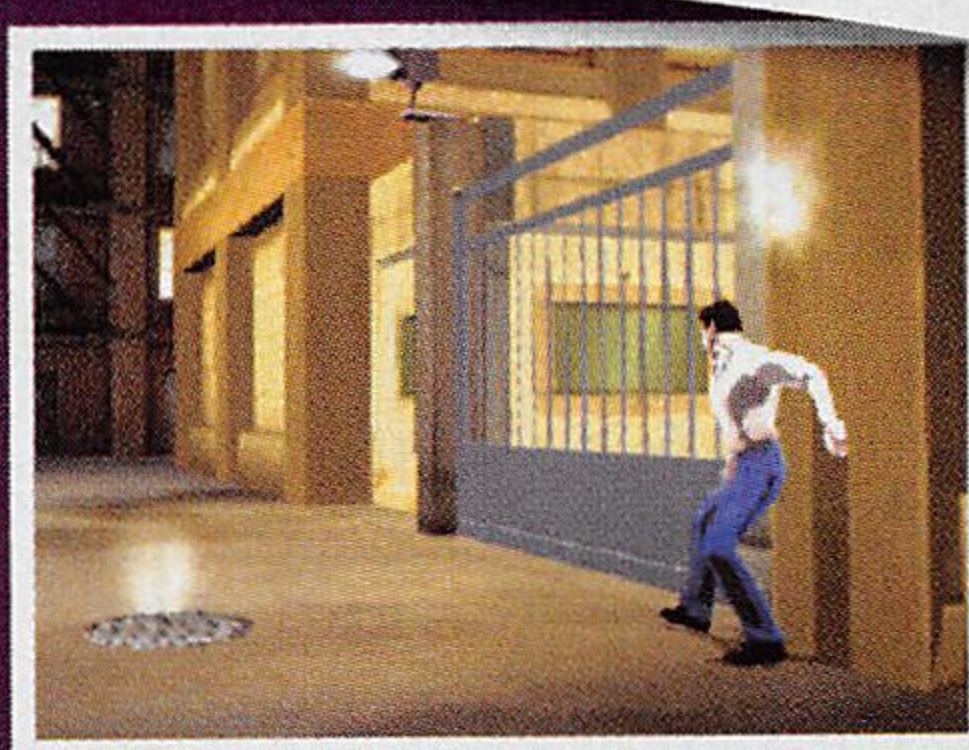
*There is one Banner "stealth" level in each of the game's five chapters, to help mix up the gameplay a little bit—think of them as a nice breather between all that smashing.*



**DUCK!** Banner's punches are about as effective as a wet noodle, so crawling past the guards is the much smarter move.



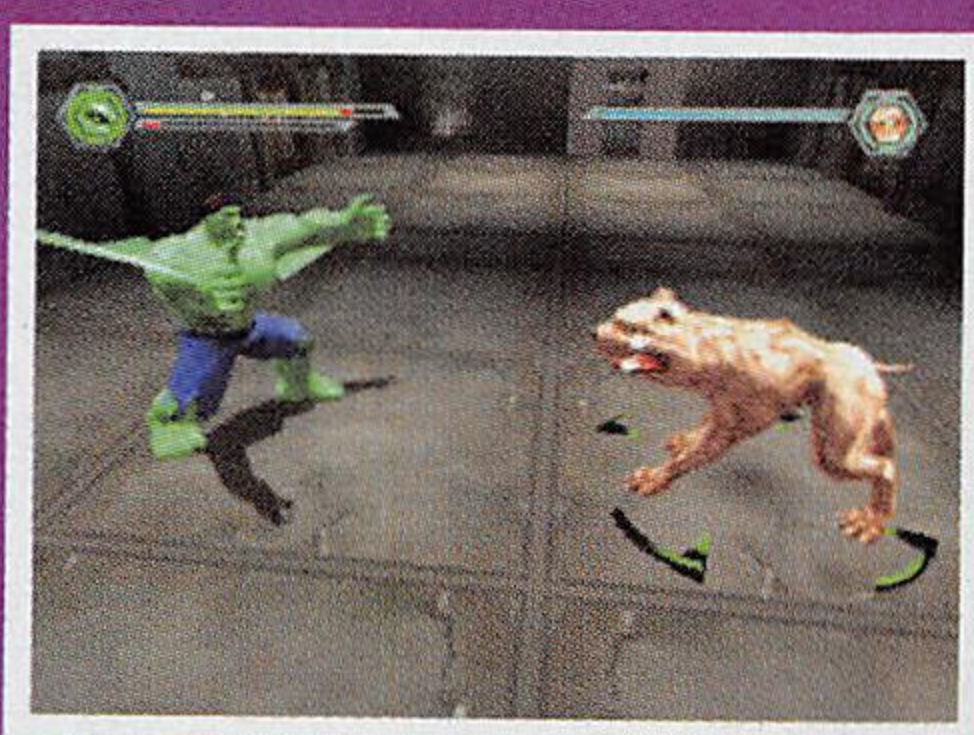
**SNEAK!** Banner walks softly to avoid what would surely be a harsh beating at the hands of several trained and well-armed guards.



**HUG!** Hug the wall, *Metal Gear*-style, to stay out of sight and avoid more potential ass beatings. Remember: Banner can not smash.

## HULK DOGS

*Straight outta the movie, it's the lovable Hulk Dogs! As the Hulk is about to find out though, they aren't exactly "man's best friend"...*



"Here doggy, doggy! Hulk want pet you! Hulk love doggy!"



"ARRGH! Bad doggy bite Hulk in groin! Hulk in so much pain, Hulk can't stand it!"



"Hulk show you! Hulk show you he is strongest of them all! Bad doggy! BAD DOGGY!"



## FRIENDS & FOES

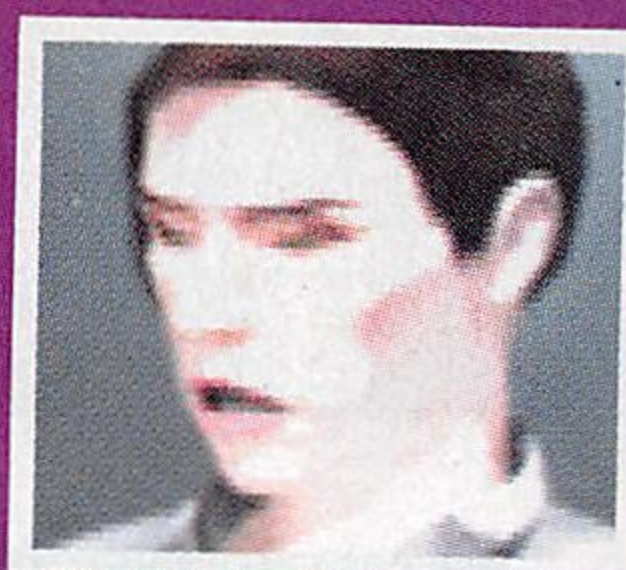
Here's a quick rundown on the game's major movers and shakers, including Hulk's most important enemies and allies. At this point, however, the game's mysterious main villain, the Leader, still remains a mystery.



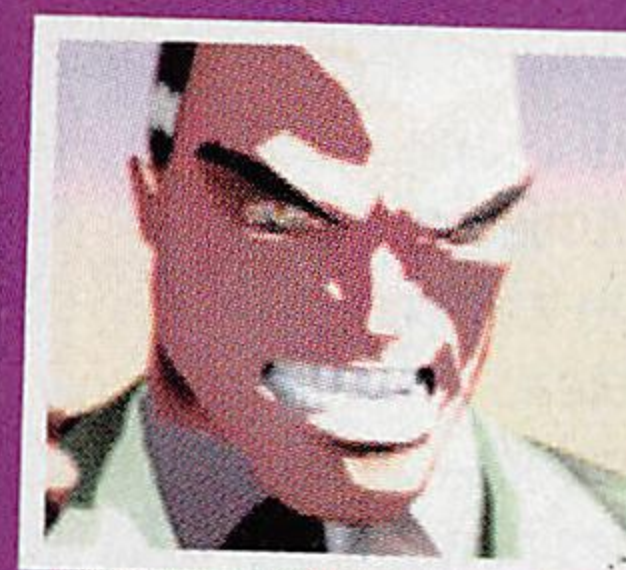
**HULK** He's, like, a zillion feet tall and forty-bajillion tons heavy. He can mush you into jelly just by flicking his finger at you. Don't tick him off.



**DR. BANNER** As scientist Dr. Bruce Banner, the player will have to use his smarts to sneak past and outwit enemy soldiers. Bruce is no fighter, though.



**BETTY** Banner's love and the one person that can calm the Hulk's nasty attitude. Too bad the polygonal Betty doesn't look more like actress Jennifer Connelly.



**GENERAL RYKER** An associate of the movie's General Ross, Ryker shares the same burning desire to capture or destroy the Hulk.



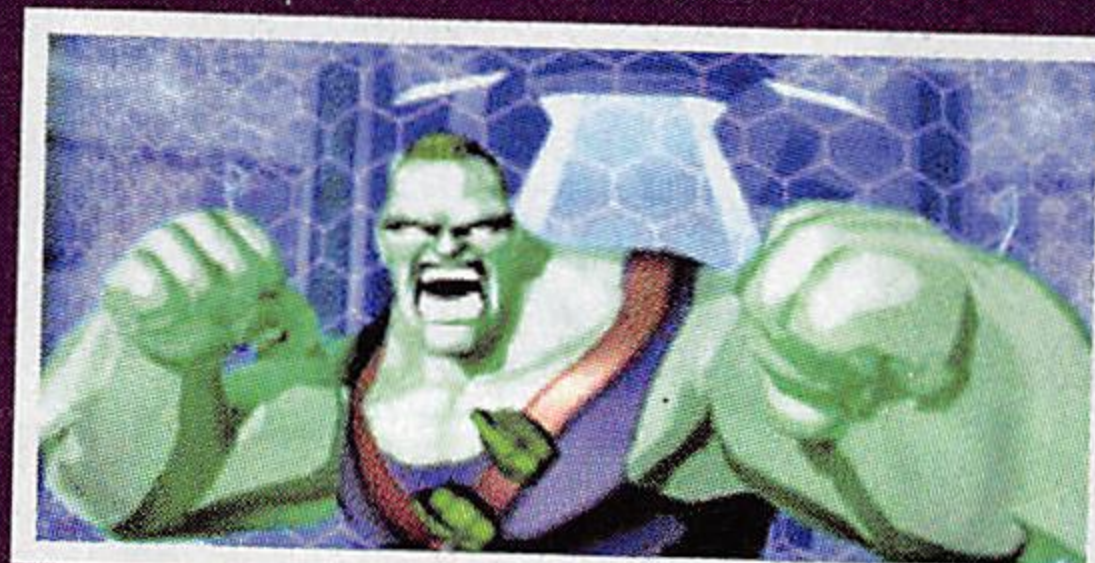
**RAVAGE** Banner's gamma energy is stolen by his former friend and Mentor, Professor Crawford, who uses it to become his own monstrous alter ego.

## BOSSSES

In Story Mode, each of the game's five chapters features a different boss fight at the end. Here's a quick peek at three such nasties that will take an extra pounding to get rid of.



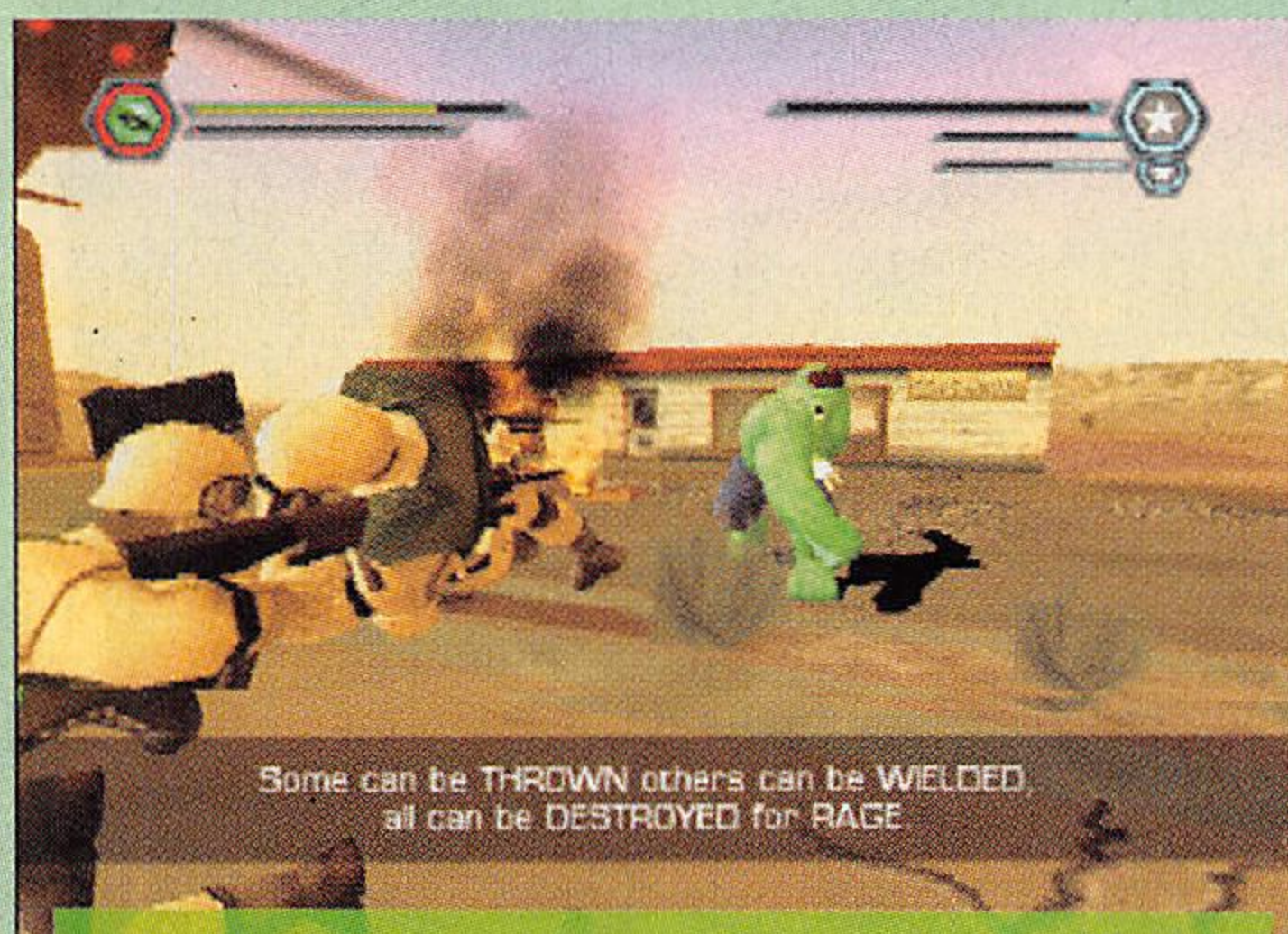
**MADMAN** Madman is probably the dumbest villain, because he thinks he can mess with Betty and not get smashed into atoms. While fighting him and his soldiers, you also have to protect Betty.



**FLUX** A musclehead soldier that's running on gamma power, Flux is under the direct command of General Ryker. Flux will not only pummel you with his fists, but throw grenades at you, too.



**HALF-LIFE** This is the first gamma-powered beast Hulk encounters at the end of Chapter One in San Francisco. Ugly little bugger, isn't he? He looks like a beefed-up nosferatu, or something. Freaky.

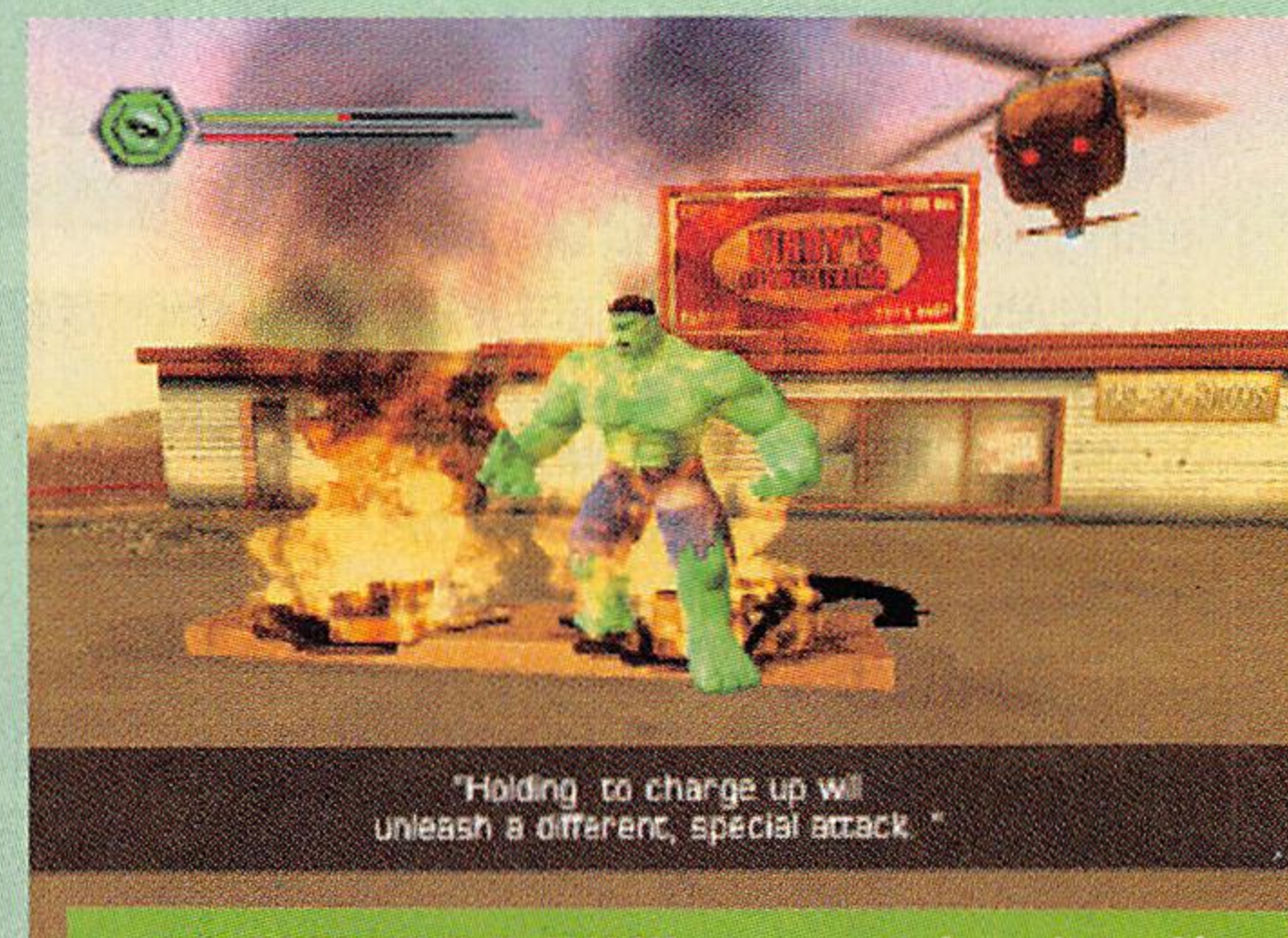


Some can be THROWN others can be WIELDED, all can be DESTROYED for RAGE

▲ Sometimes Hulk play catch with puny human soldiers that won't leave Hulk alone. Humans break easy, though.



▲ Here it look like Hulk singing, but Hulk really choking man who shot Hulk. Hulk do like to sing, though.



"Holding to charge up will unleash a different, special attack."

▲ RHAAARRR!!! Hulk SMASH puny gas tanks and stand in fire while humans scream and run! RUN, puny humans!

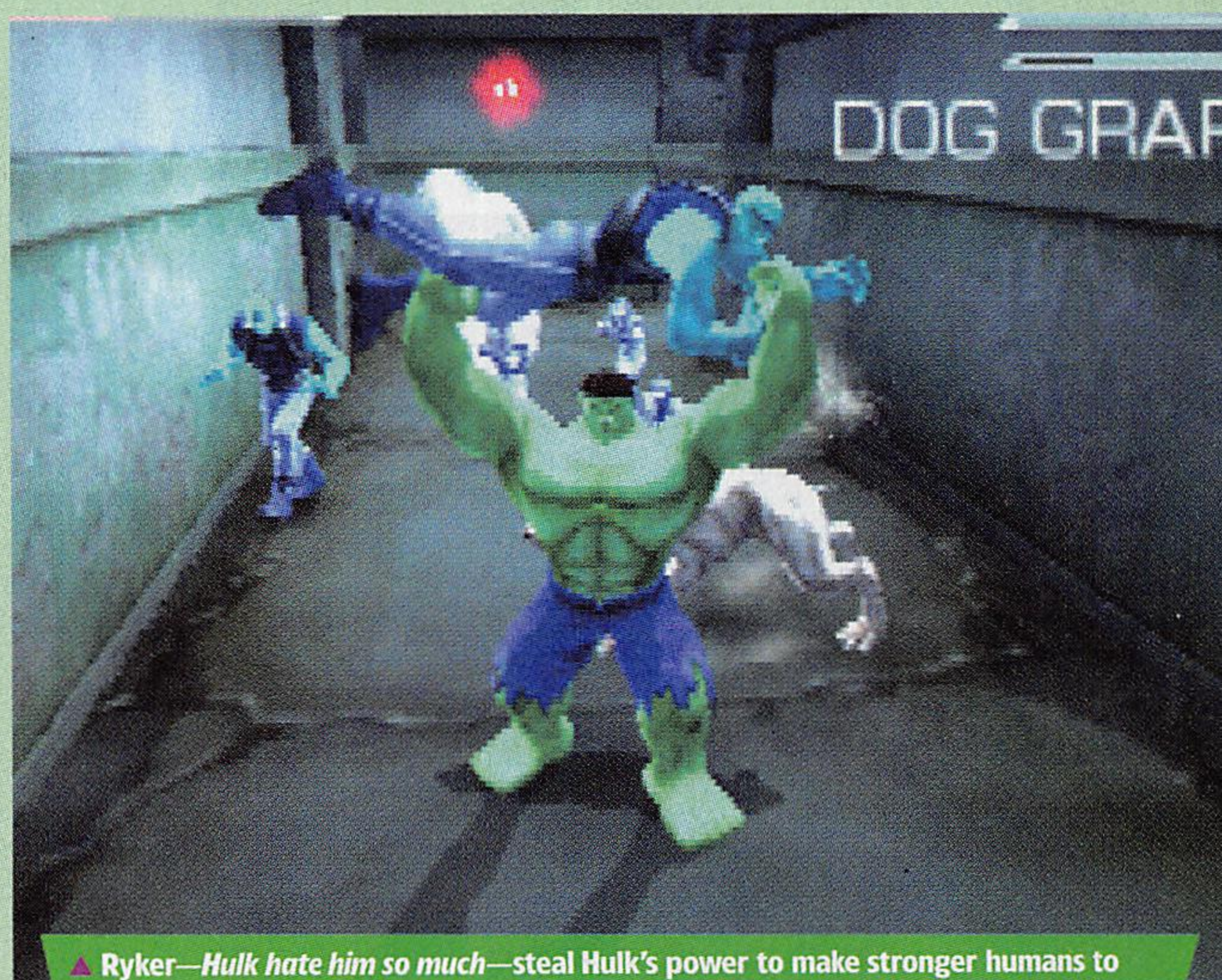
course, smashing the hell out of the gas station. After that the true story begins, which is told in five chapters, through 23 different levels. Each chapter has a boss at the end, and also contains one level in which you control Bruce Banner instead of the Hulk. Since Banner can't smash through steel walls or lift cars over his head, he does his best Solid Snake impersonation, sneaking behind guards and ducking past windows.

### Controlling Hulk

Here's the basic premise of the gameplay: smash everything. Smash cars, smash buildings, smash the puny humans who try to stop you—just SMASH. Hey, this is what the Hulk is all about, and this is

where earlier Hulk games have gotten it wrong. The Hulk is about intense, Godzilla-level destruction, and that's what the developers are trying to deliver here. The game will mix things up from time to time—your goal might be to chase after something or sneak around as Banner, and some enemies require quite a bit of thinking to fight—but this is still an action-lover's action game through and through.

Hulk's moves are a mix of what you'll see in the movie and what he's known for in the comics, with a few extra ideas put in by Radical. Don't expect any trendy *Matrix*-style martial arts—Hulk's moves are direct, savage and explosive. His main repertoire is built of wild punches, head-butts and a bone-

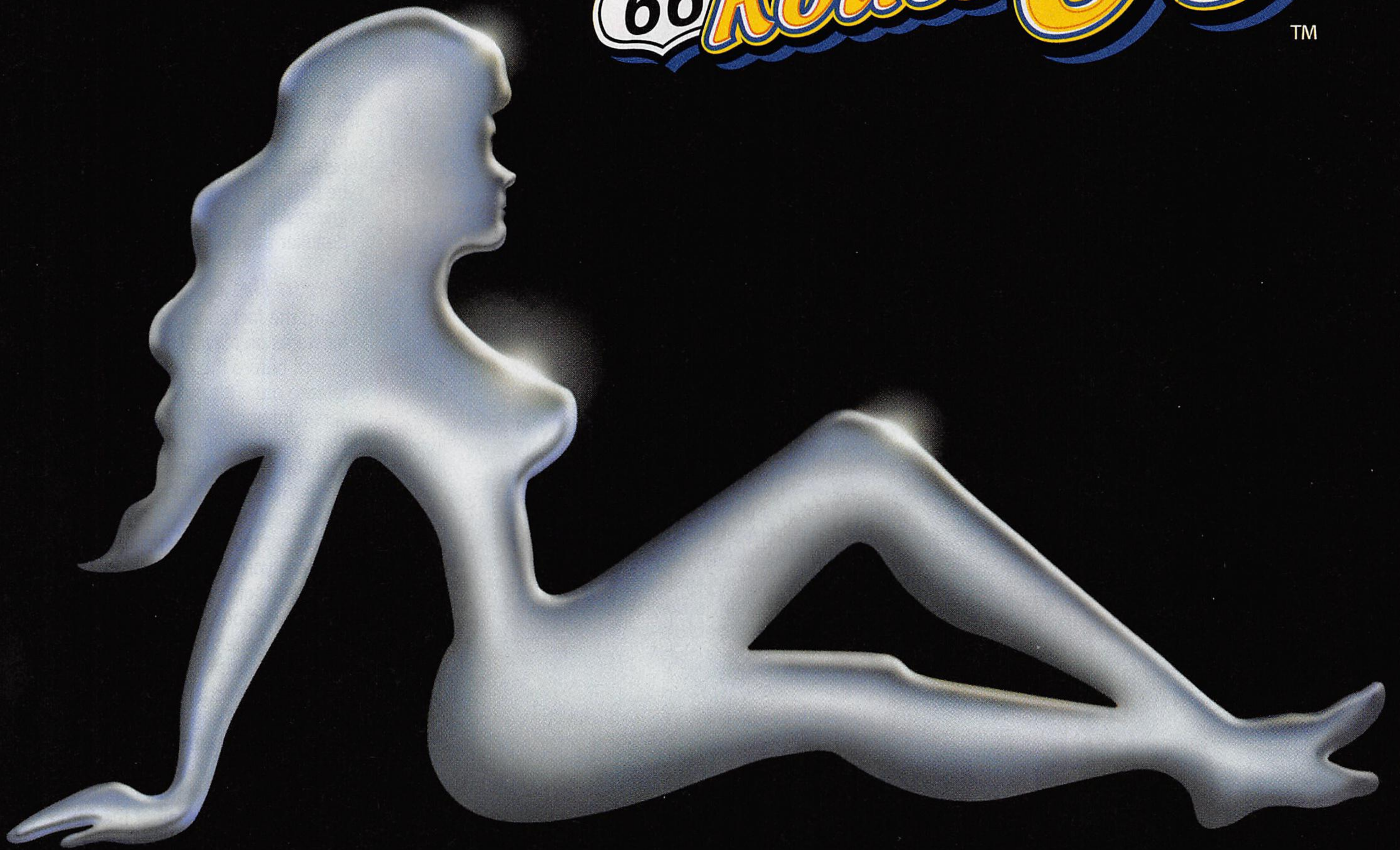


▲ Ryker—Hulk hate him so much—steal Hulk's power to make stronger humans to fight Hulk... but Hulk still strongest one there is. HULK WILL CRUSH THEM ALL!!!

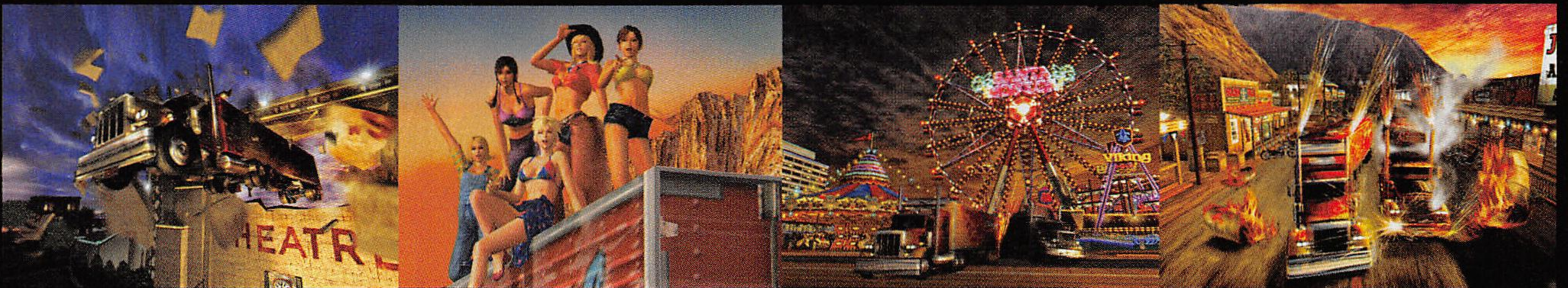




# *The King of* *Route 66*™



DRIVE IT HARD, DRIVE IT FAST



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▲ Hulk ask puny human: "Puny human, why you try to hurt Hulk? Now Hulk have to smash you." And Hulk did.

## PUNY GAMES

There were Hulk games before, but not many—and thank goodness for that. Even in their day these games were simply horrible. Nothing can save these gamma bombs!



**The Incredible Hulk: The Pantheon Saga**  
PSone, Sega Saturn / 1996

We'll forgive the horrible graphics, but why is there not more smashing? And why the hell does Hulk need keys to open doors? Hello, this is the freakin' Hulk, here!



**The Incredible Hulk** Genesis / 1994

Hulk dips his sizeable toe into the bland, side-scrolling action game genre. Nothing apocalyptically bad, here—just uninspired tedium. Run to the right, Hulk! To the right!

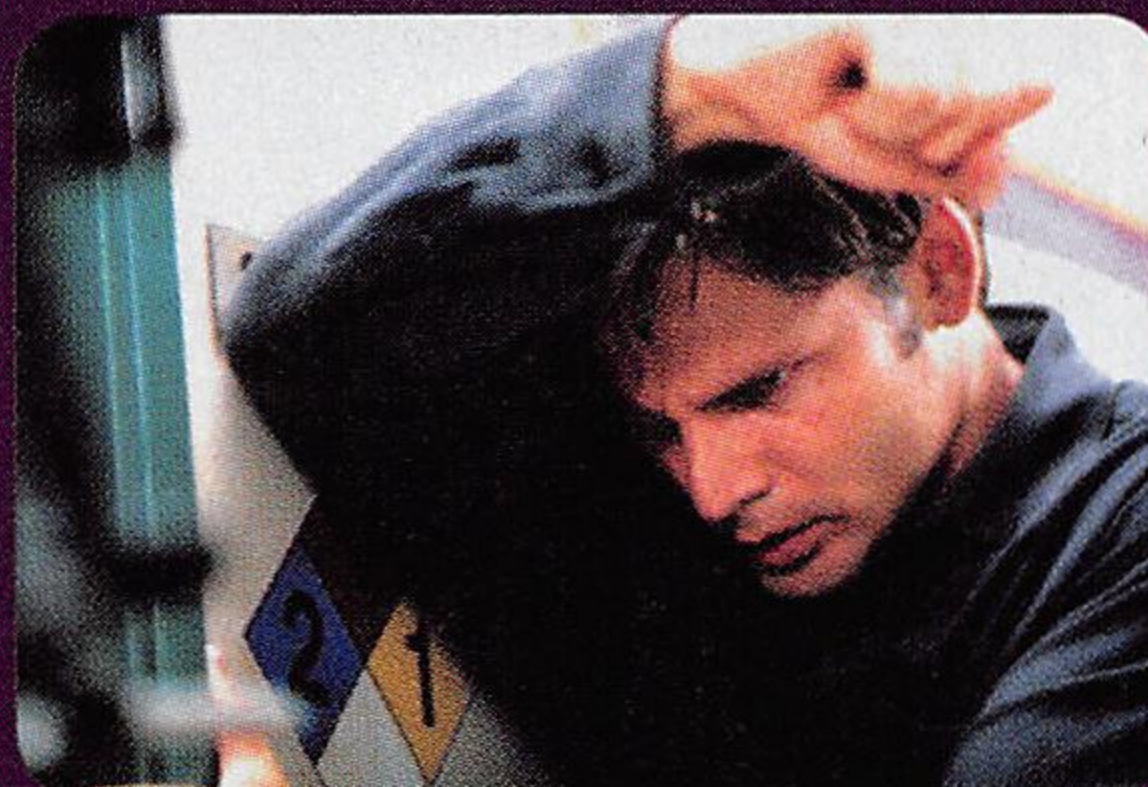
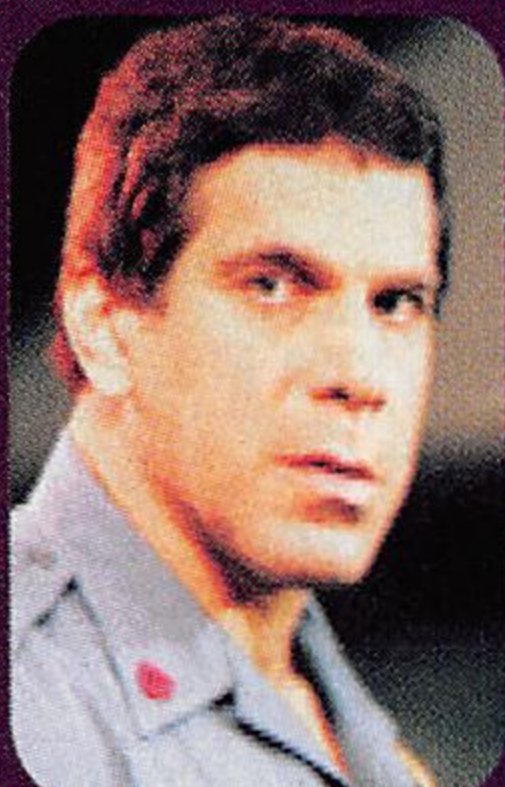
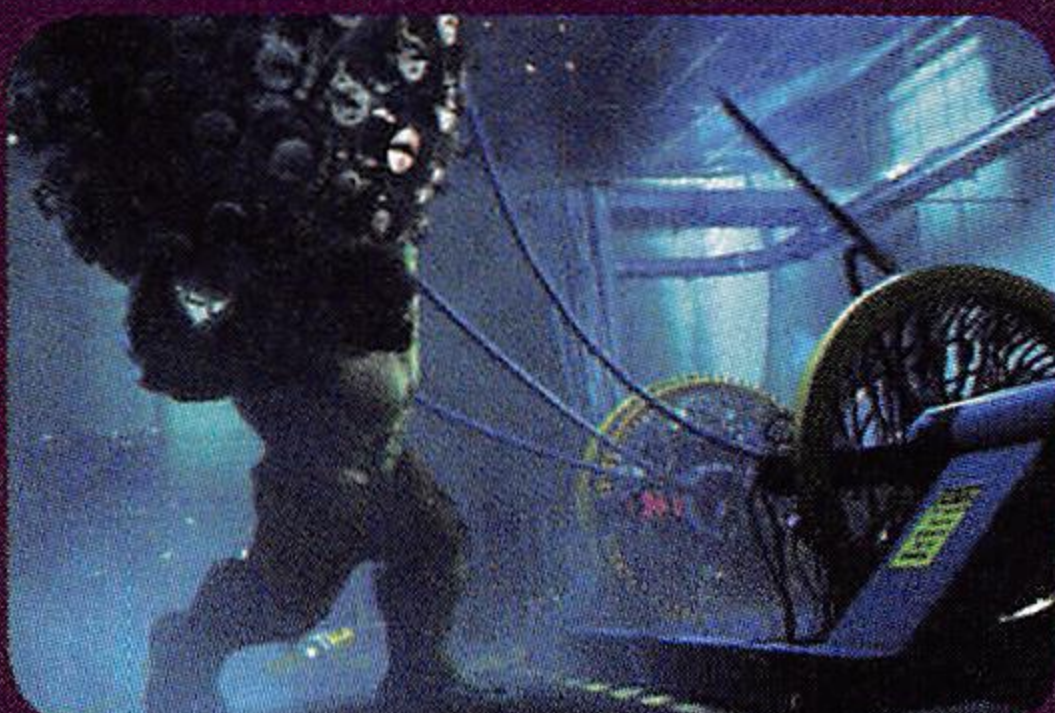


**Questprobe: The Incredible Hulk**  
Home Computers / 1984

Okay, so we didn't exactly have powerhouse game consoles back in '84—but is the Hulk still a good choice for a text adventure?

## THE MOVIE

Here's a quick look at the Hulk film that's opening across our fine nation on June 20th. The movie folks still aren't showing too much of the Hulk himself (which is a CG character created by ILM, the effects guys behind the Star Wars movies), but Jennifer Connelly (Betty) is amazing without any special effects (reeeow!).



smashing shoulder charge. He can also grab and carry almost anything (and anyone) he sees and throw it as a missile at something else (we particularly enjoy throwing parked cars at helicopters).

Special moves include a sonic clap, which deafens enemies and shatters windows, and a ground punch that shakes up all nearby enemies with a shockwave. By dealing out punishment, Hulk builds up his Rage Meter, and when it fills up, he gets really mean. With glowing green skin, he'll deal out faster, deadlier attacks.

## Game Details

Okay, the fact sheet: the game will hit stores on May 27th, nearly a full month before the movie's June 20th release date. It's published by Universal Interactive (*Crash Bandicoot*, *Spyro*) and developed by Radical Entertainment. There are two main modes of play: Story Mode and Challenge Mode.

Story Mode is what you'd expect—you play from level to level, watching story cinemas in between. Challenge Mode consists of three types of challenges: Endurance Mode, Time Attack and Hulk Smash (the last of which is still a mystery at this point). There is also a Special Features menu with plenty of goodies to unlock: concept artwork and movie stills, movies trailers and featurettes on the making of the game and the movie's special effects, plus you can view all of the unlocked cinemas from the game's Story Mode. Finally, there's a cheat menu packed with everything from invulnerability to the ability to play as the comics' original gray Hulk(!).

## A Smash Hit?

Superhero games, movie games, and games based on licensed properties in general tend to be a mixed bag. For every hit game like *Spider-Man*, there are plenty of other titles that failed to meet fans' expectations. We've got high hopes for *Hulk*, though. Although the build that we played was still very early, the developers are right-on with the direction of this game—smash, smash, smash. They're building a game around this character instead of trying to force him into a pre-existing formula, and that's really the only way to make a quality title that will satisfy Hulk's fans.

We'll be sure to run continued updates as we learn new game details to tell you about. Until then, remember what Hulk always says: "RRRAAAHHHRRR!" **P**



WE SAVE MORE PLANETS  
BEFORE BREAKFAST  
THAN MOST PEOPLE DO ALL DAY

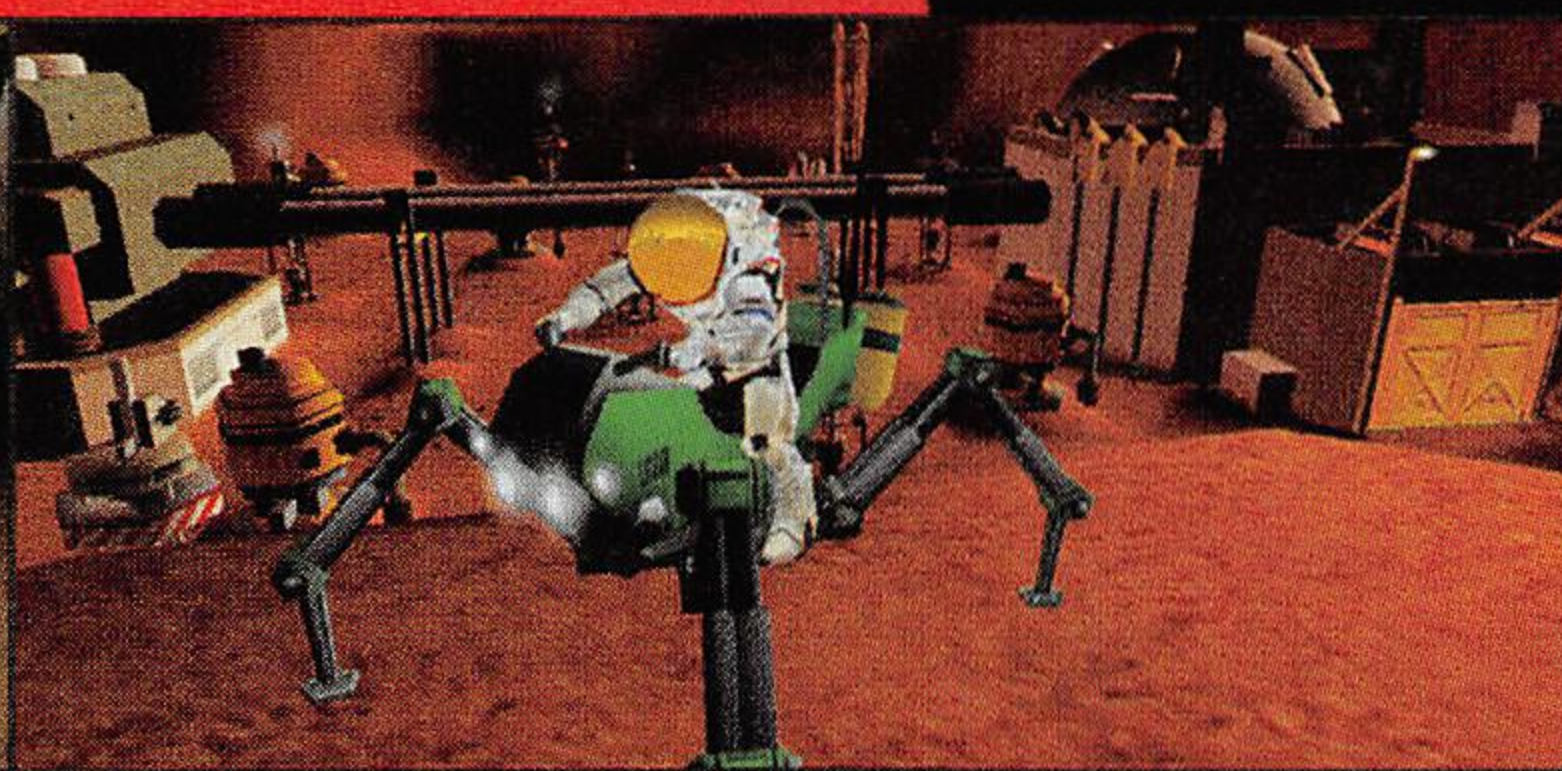
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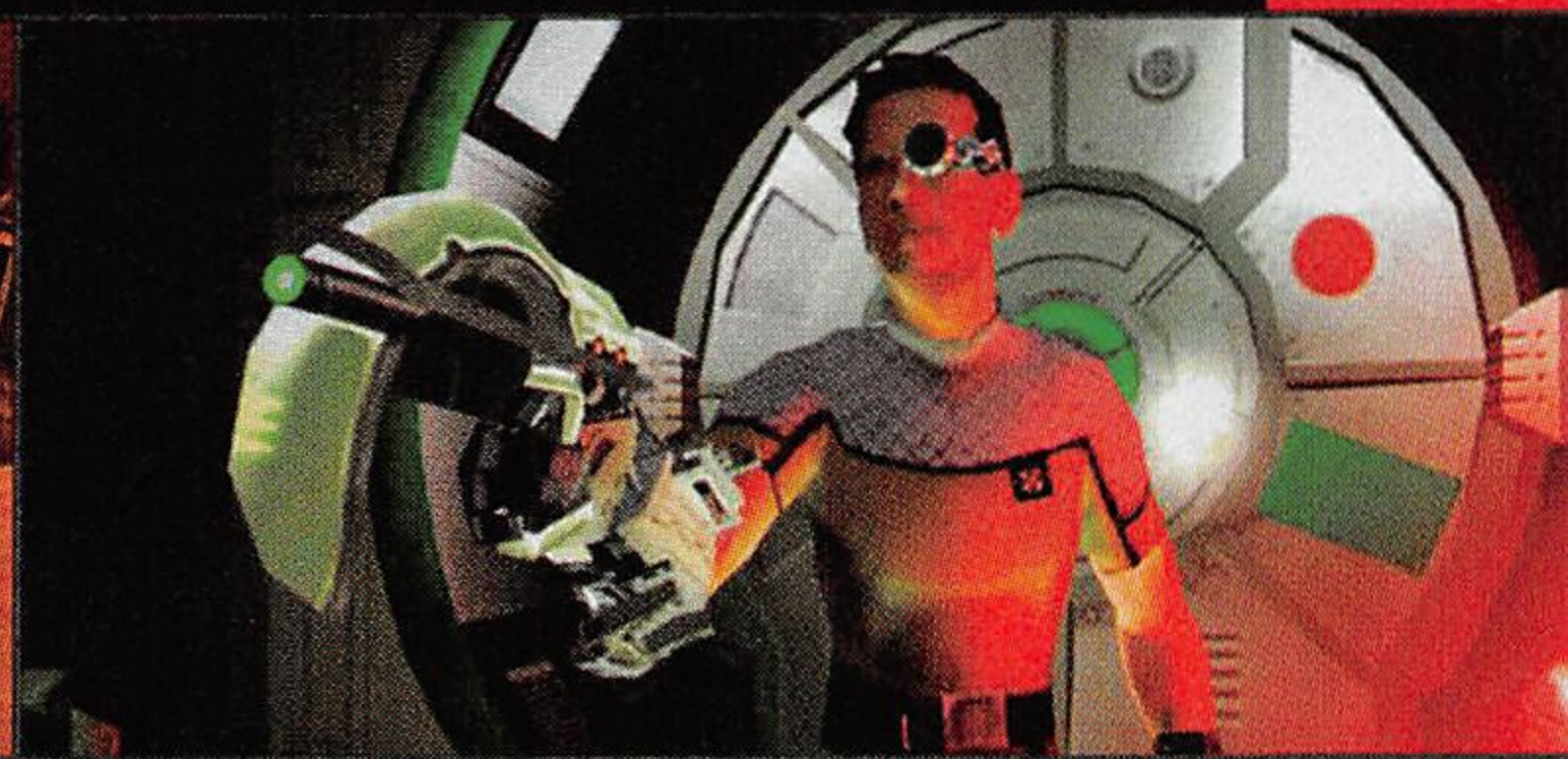
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PlayStation®2

Coming Spring 2003



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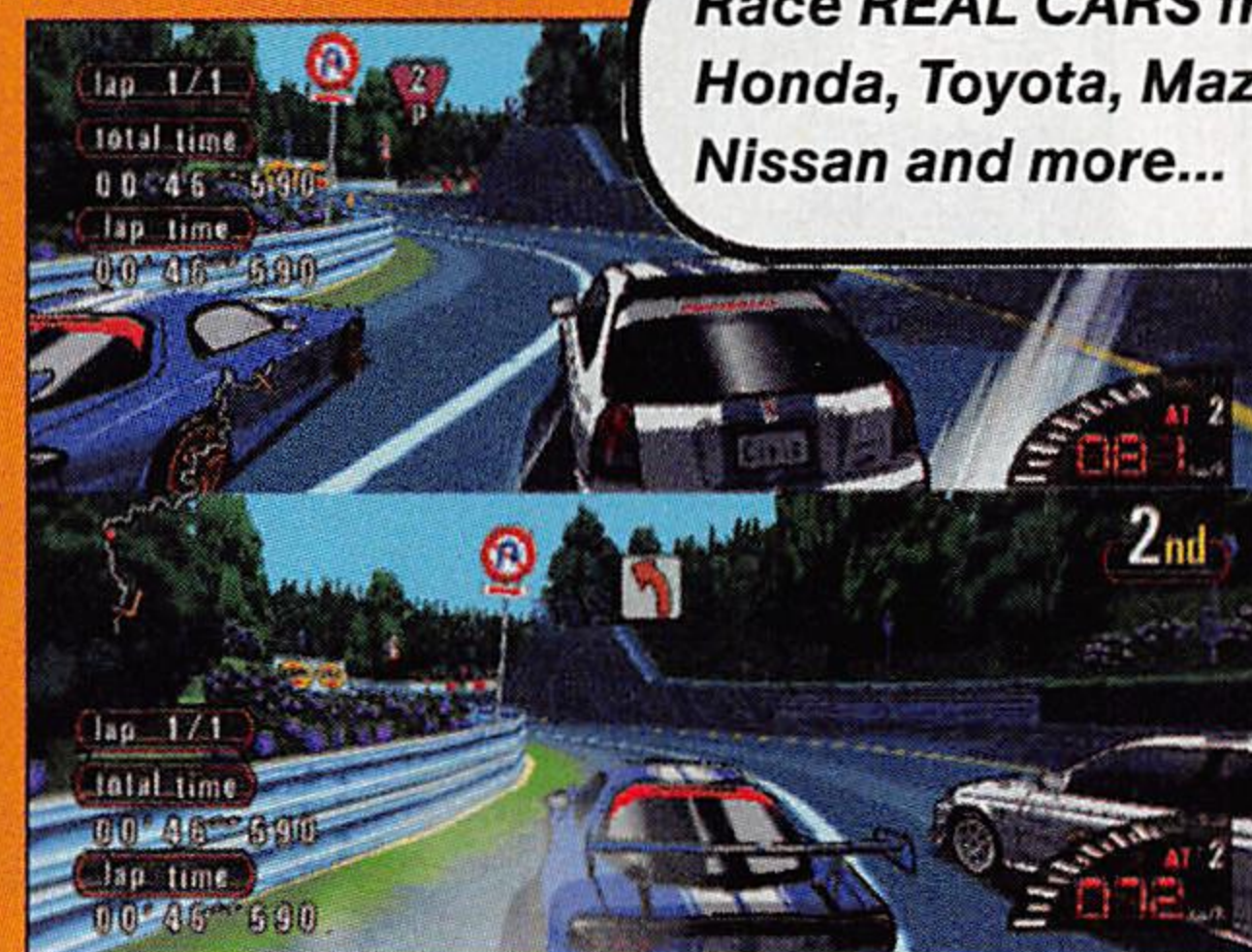
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8 OPPONENTS ONLINE  
with a Network Adaptor...



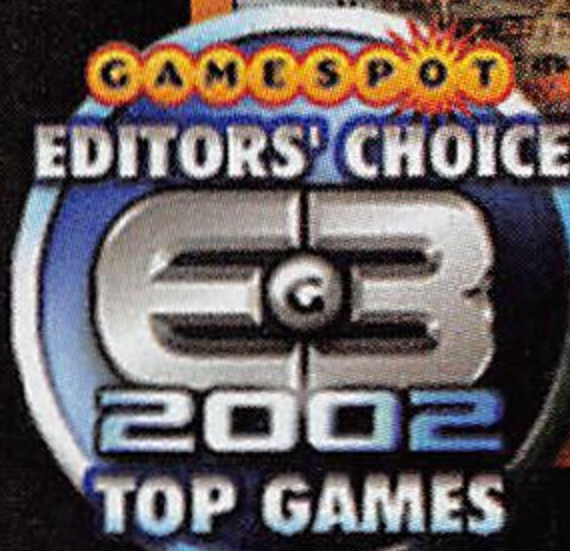
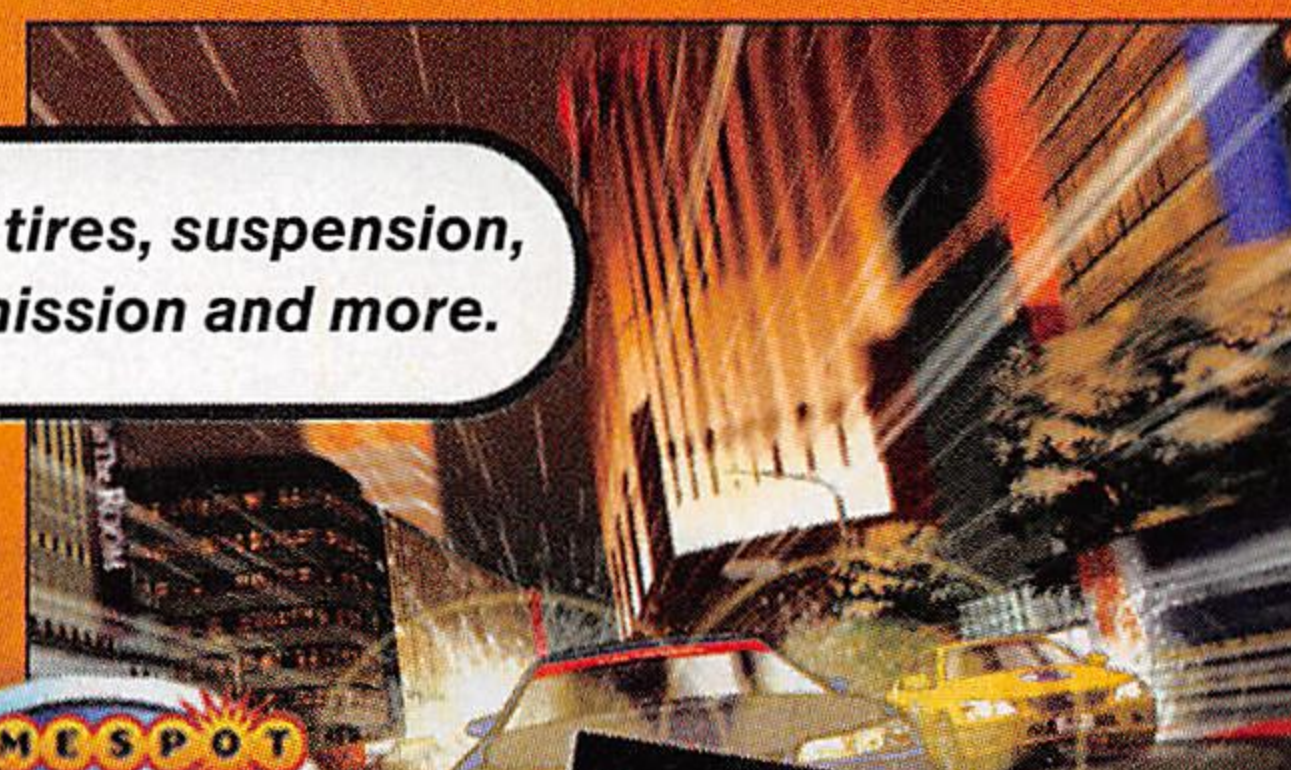
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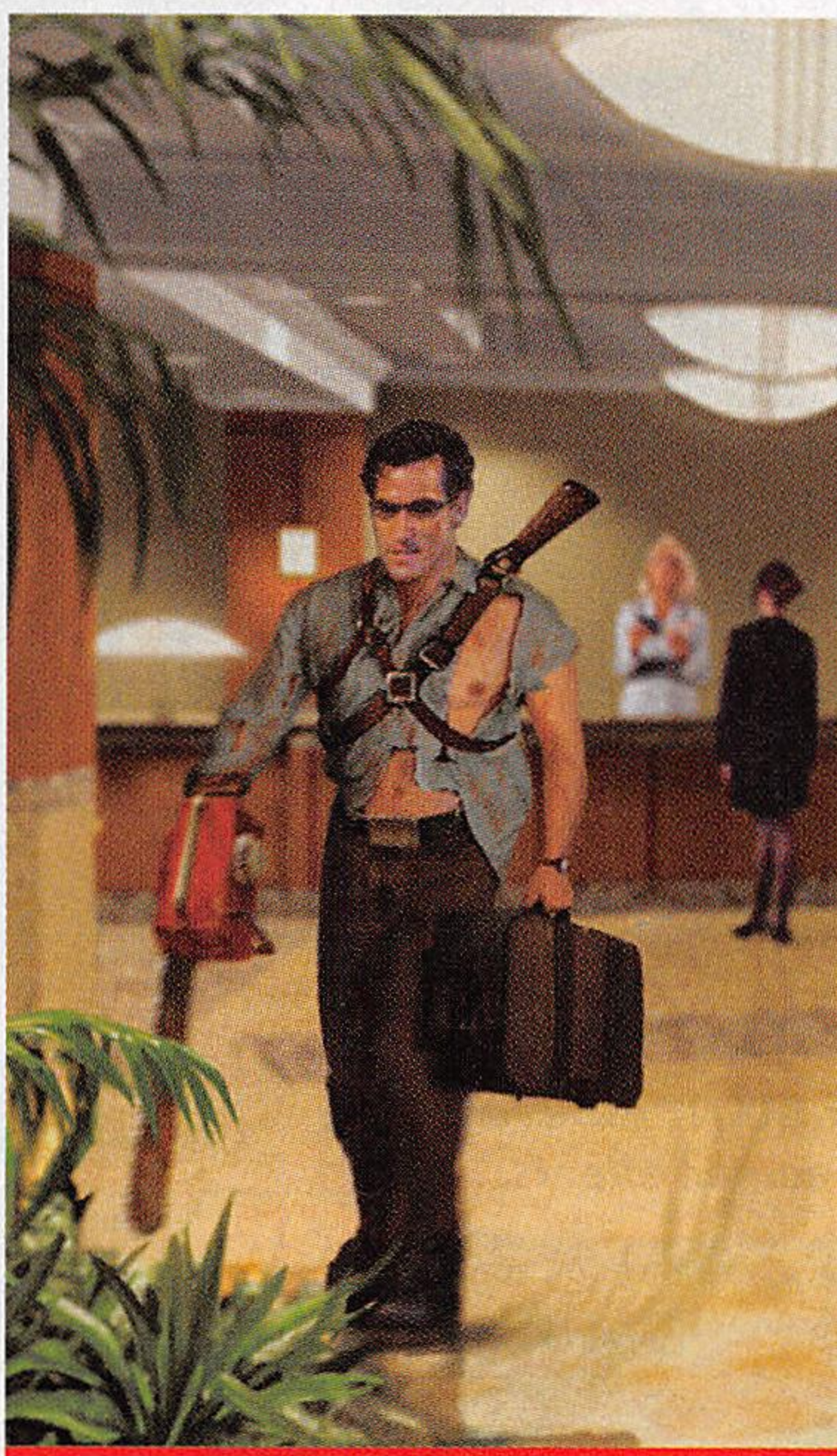
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8:22 a.m. Ash arrives at the swanky Dearborn Hotel wearing a pair of wrap-around shades.



11:23 a.m. In a rush. Ash, late for a meeting with his agent, fends off Deadites with a chainsaw.



#### QUOTE OF THE DAY

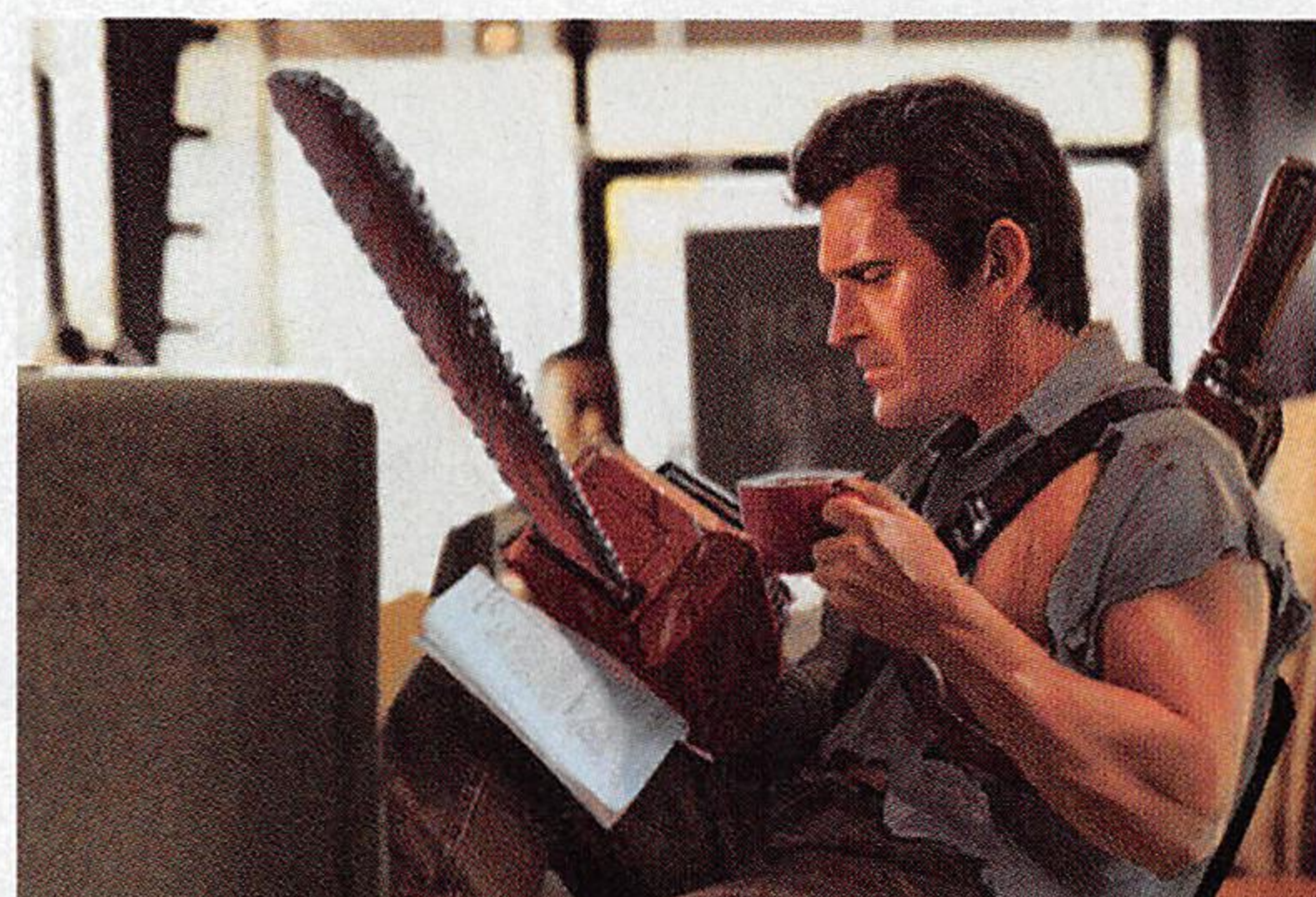
**"Stop following me!!"**

-ASH, to our photographer during an encounter in a public restroom.

# 24 HOURS WITH ASH



We tracked this **ZOMBIE-KILLING MEGASTAR** on a recent stop to Dearborn, Michigan.



10:56 a.m. We caught Ash sipping a cup of Sri Lankan Chai Latte at a trendy local bistro.



12:44 p.m. Ash switches from the trusty chainsaw to a boomstick just for kicks.



Blood and Gore  
Violence



PlayStation®2

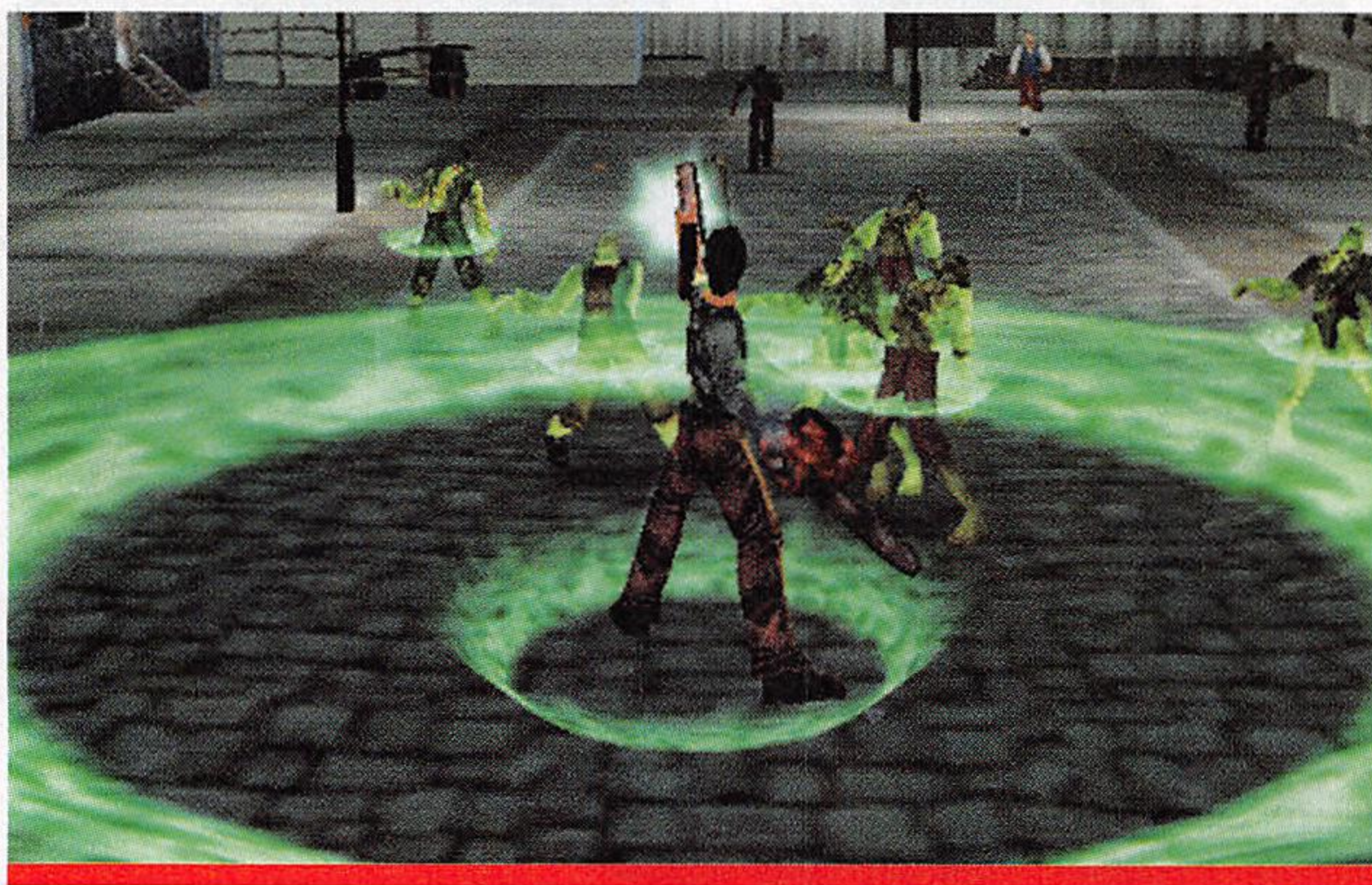




2:31 p.m. Friends in low places. An angry Ash tells a slew of pesky Deadites to stop bothering him by killing them.



5:32 p.m. Ash getting a little R&R on a friend's boat in Lake Michigan.



7:46 p.m. Presto chango! Ash throws a little magic spell on those darned Deadites.



11:34 p.m. Killing is hard work. Ash takes advantage of the Dearborn nightlife after a job well done.

# EVIL DEAD

## A FISTFUL OF BOOMSTICK

For more snapshots of today's featured star,  
visit [evildeadgame.com](http://evildeadgame.com)

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## HOT GAMES

Don't waste a second; turn on over to these big games NOW!



▲ Auto Modellista pg. 66



▲ Chaos Legion pg. 68



▲ Silent Hill 3 pg. 70

GAME INFO PUB/DEV **ROCKSTAR** | RELEASE DATE **MARCH** | TYPE **RACING** | MAX PLAYERS **EIGHT (ONLINE)** | ESRB RATING **TEEN**



▲ Being able to draft behind an opponent's car will be an interesting new feature. It actually adds another level of depth.

# MIDNIGHT CLUB II

*Hands-on with the upcoming online racer*



**W**hile the release date of *Midnight Club II* is rapidly approaching, we knew there was time for one more quick look. So, we sped to Rockstar's San Francisco offices to get behind the wheel of the long awaited racer. And, after being impressed by the cool look of the menu screens and the sheer size of the cities in which you race, we jumped right into the experience of it all.

Over the last few issues, we've talked about the cars a lot, but have barely touched on the subject of the motorcycles. Now, we can change that fact. We originally assumed that controlling the bikes was the same as the cars, except for a few minor differences. Actually, racing

► Some of the bikes can be extremely fast. If you're good enough, you can easily outmaneuver the cars.

on the motorcycles can be a bit of a challenge, at least in the beginning. That's because you're able to control the weight distribution of the rider. By holding down the L1 and a direction on the analog stick, you can actually dictate which direction to lean into. This adds an additional layer of pressure, because you have to remember to lean into turns, in order to cut the sharpest angles. Building upon that, you can even perform minor stunts such as wheelies and endos by leaning



▲ Motorcycles are quite fast, but they do take a bit of getting used to. Mastering the L1 button to lean takes a bit of patience.



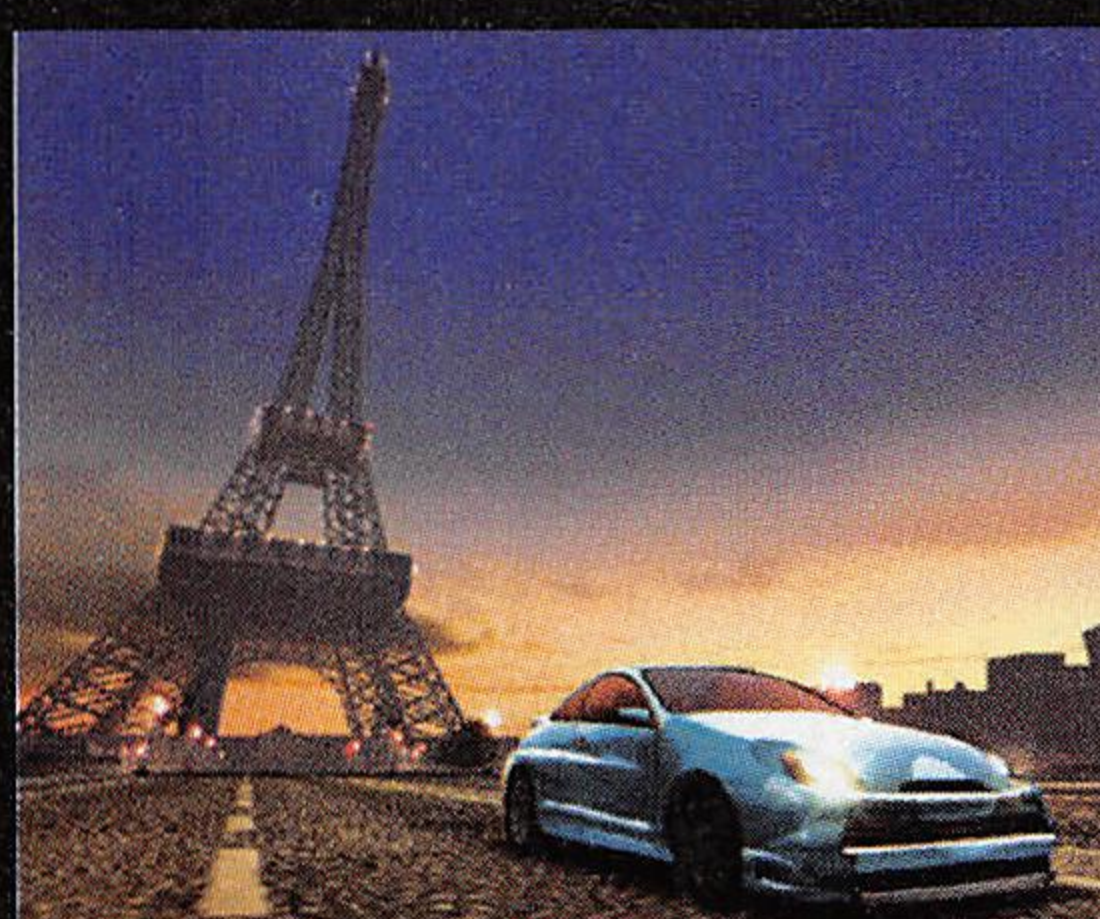
<< WE CAN'T WAIT TO TAKE  
THE GAME  
FOR ANOTHER SPIN >>

## Major Landmarks

The cities in *MCII* may not be completely accurate, but they still feature all the major landmarks that you would expect. Not surprisingly, the landmarks come in useful when trying to figure out where you are in the city.



▲ Navigating around the cities will be much easier if you can keep track of the landmarks, especially after spending a bit of time with the game. It will help you to remember where all the shortcuts are.



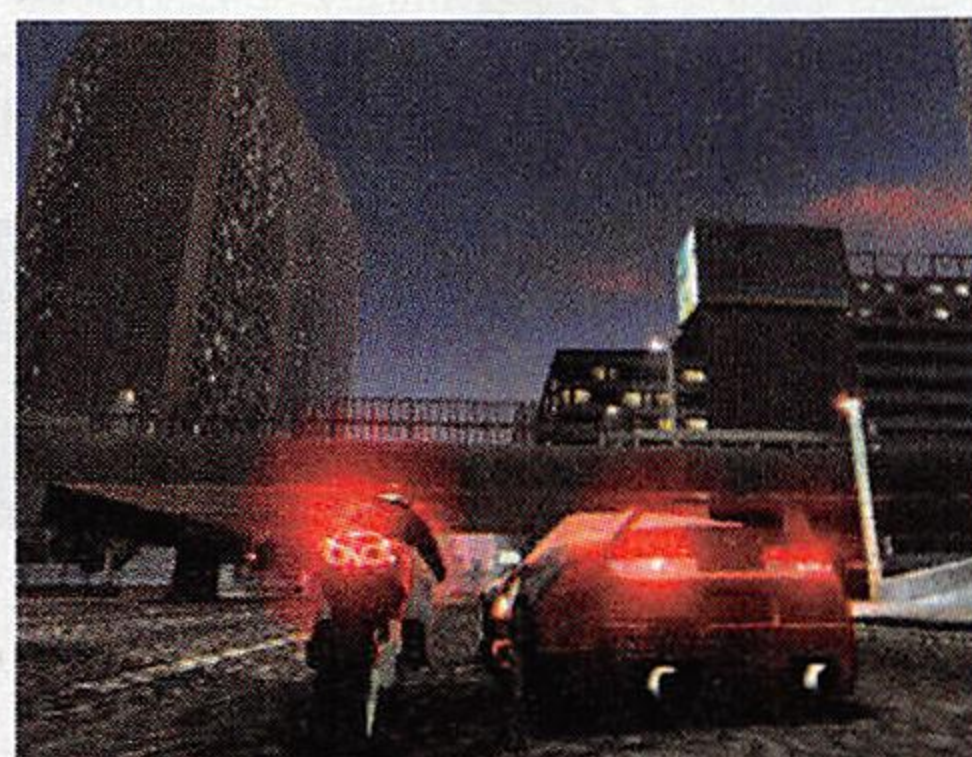
the rider forward or back and then hitting the brake.

There have been several racing titles, in the past, that have utilized drafting as a strategic element. However, none have ever done it quite as well as *MCII*. When pulling up right behind a car, you'll start to fill a special meter on the side of the screen. Max the meter out and you'll be rewarded with a boost of turbo (ie. Nitrous) that can be utilized to slingshot past your opponent. The catch is that your opponent in front of you can tell, via a display at the bottom of the screen, that they're being drafted and how close you are to them. So they can swerve back and forth, in an attempt to shake you loose. It may not be that much, but it definitely adds an extra level of strategy and depth to the competition. That's especially true when you have two good racers who are constantly turboing past each other.

Since *MCII* only works with broadband connections, gamers can be assured that racing through all the major cities will be lag-free and extremely fast. Our time with the game, while limited, revealed little to no hiccups, which is especially surprising, considering that the network structure and code weren't final yet. In the end, though, up to eight racers

should be able to take each other on in the several different types of modes, depending on what has been unlocked in the single player campaign. That, in itself, is going to be some serious fun, so we can't wait to take the game for another spin. L.A., Paris, and Tokyo... here we come!

STEPHEN FROST



▲ Sometimes, motorcycles have the benefit because they can go down narrower streets more easily. The cars are a bit more limited.



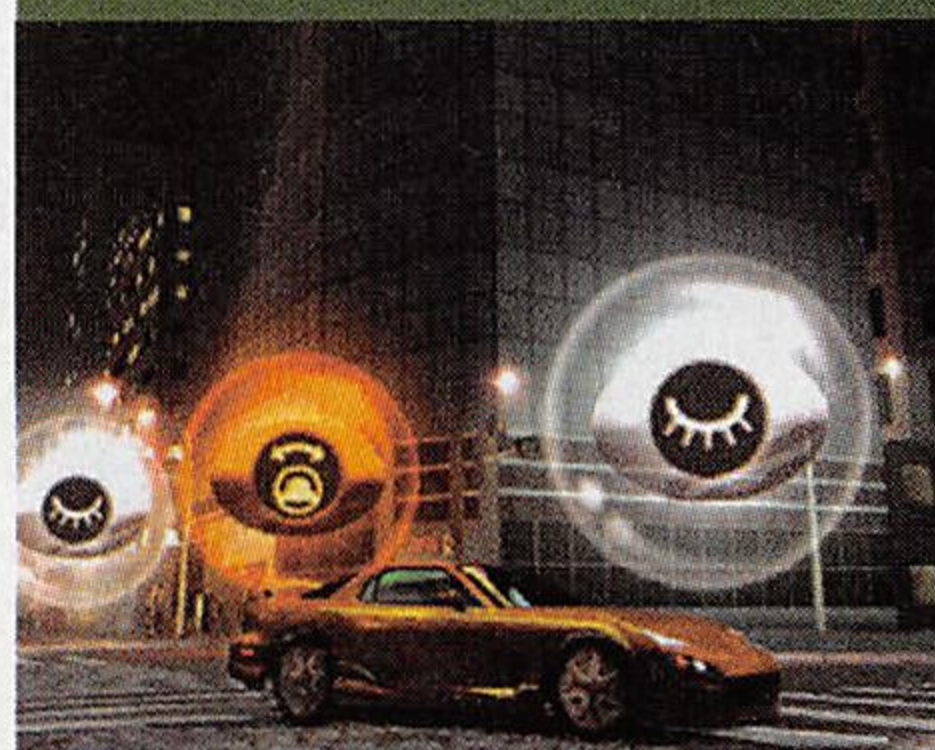
▲ We were impressed by how large the different cities were. You can spend weeks just learning all the shortcuts.

## Racing The Digital Highway

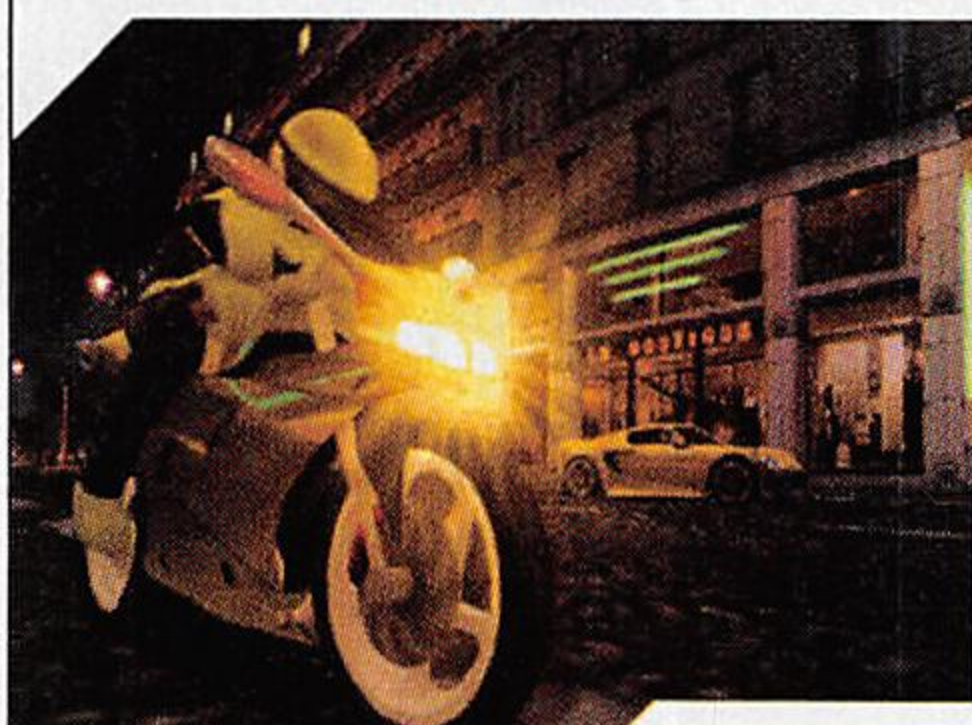
Just like Capcom's *Auto Modellista*, *MCII* will also feature a dedicated online mode that only supports broadband users. That might suck for modem owners, but it does help to prevent any major lag.



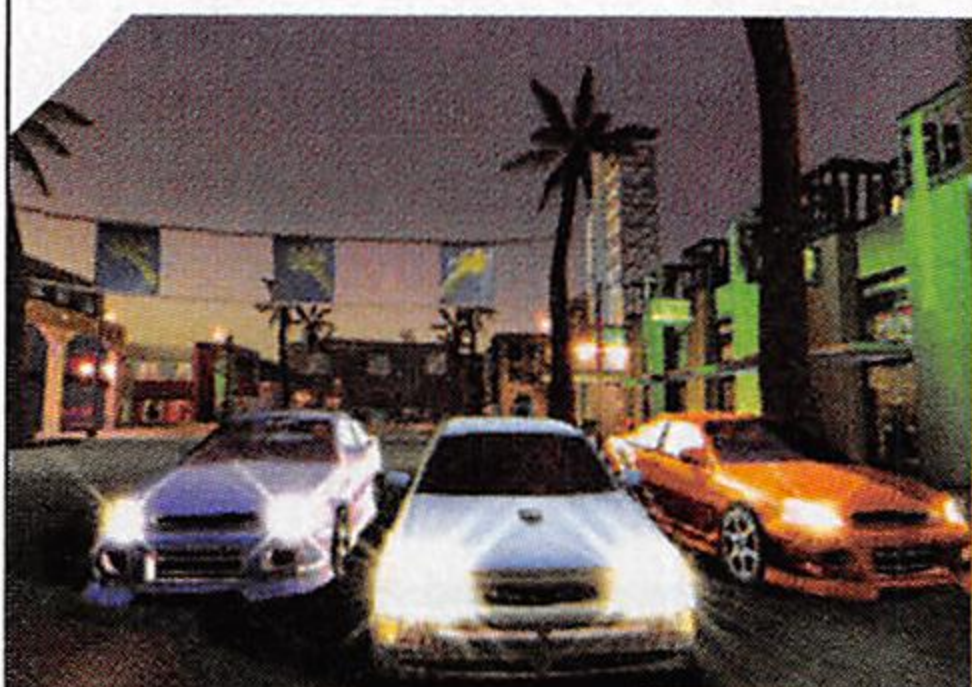
▲ Most of the online racing will probably take the form of standard check-point-style competition.



▲ However, there are other modes which throw in special power-ups in order to provide a bit of variety.



▲ The cars are definitely the easiest to get into. However, once you master a bike, it seems that you'll have at least a bit of an advantage. Also, it's cool pulling wheelies.



▲ The cars may not be as detailed as those found in *Gran Turismo 3*, but the game definitely moves extremely fast and smooth. That's the case online, as well.

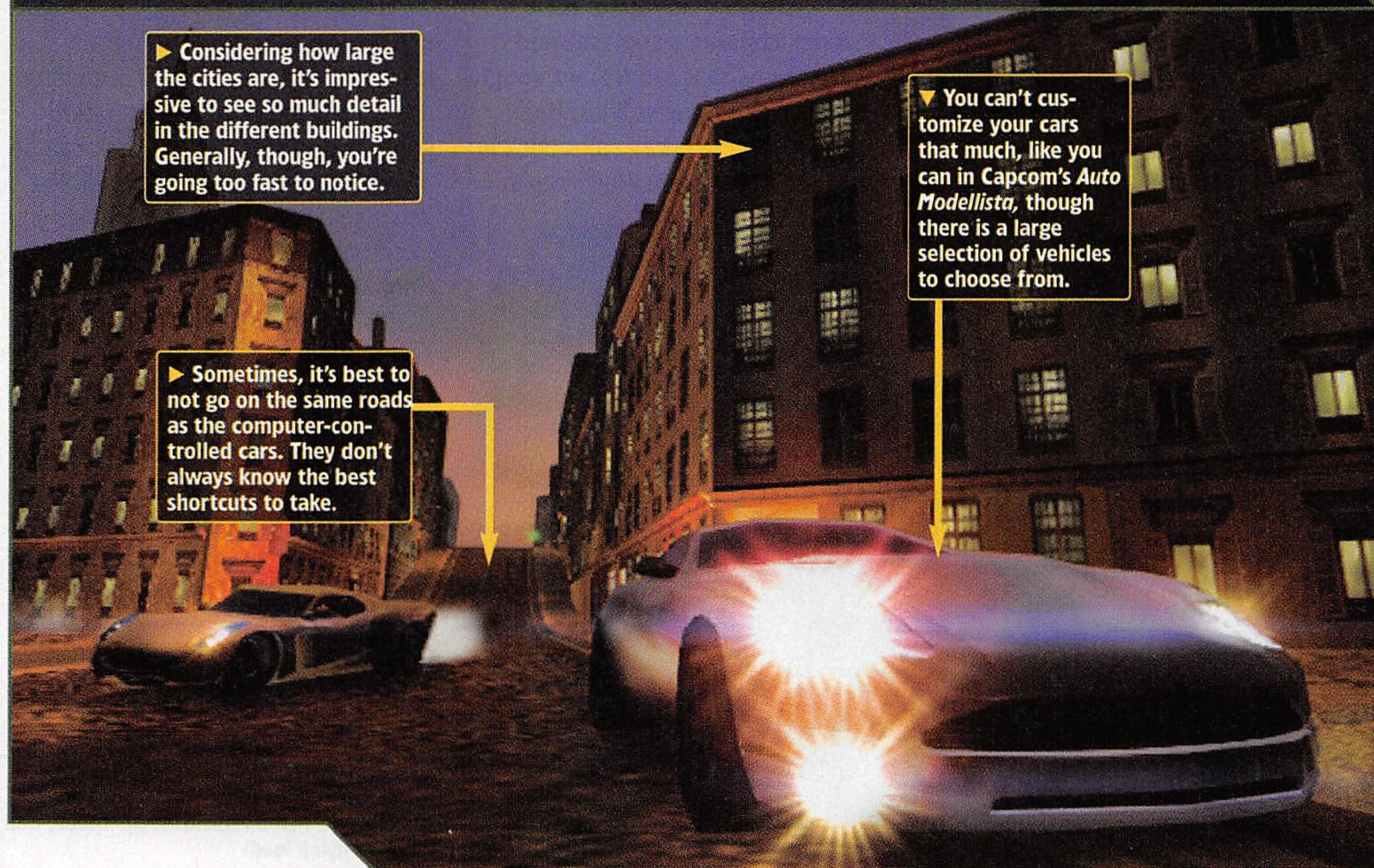
## PSM BREAKDOWN

An up-close look at the game in action

► Considering how large the cities are, it's impressive to see so much detail in the different buildings. Generally, though, you're going too fast to notice.

► Sometimes, it's best to not go on the same roads as the computer-controlled cars. They don't always know the best shortcuts to take.

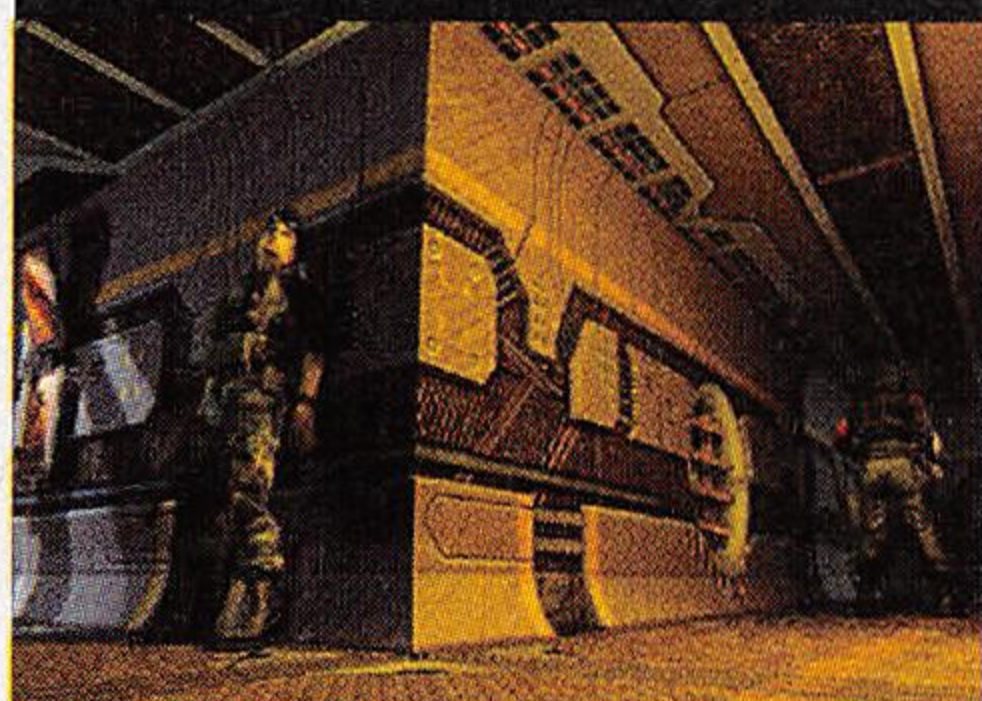
▼ You can't customize your cars that much, like you can in Capcom's *Auto Modellista*, though there is a large selection of vehicles to choose from.





## Ready, Headset, Go!

*Ice Nine* is also introducing an awesome new use for the *SOCOM* headset—Hanna will use it to talk directly to the player, updating mission objectives, warning you what waits around the corner, and otherwise helping you along.



▲ If you have your *SOCOM* headset on, you may get a warning that a guard is lurking around the corner.



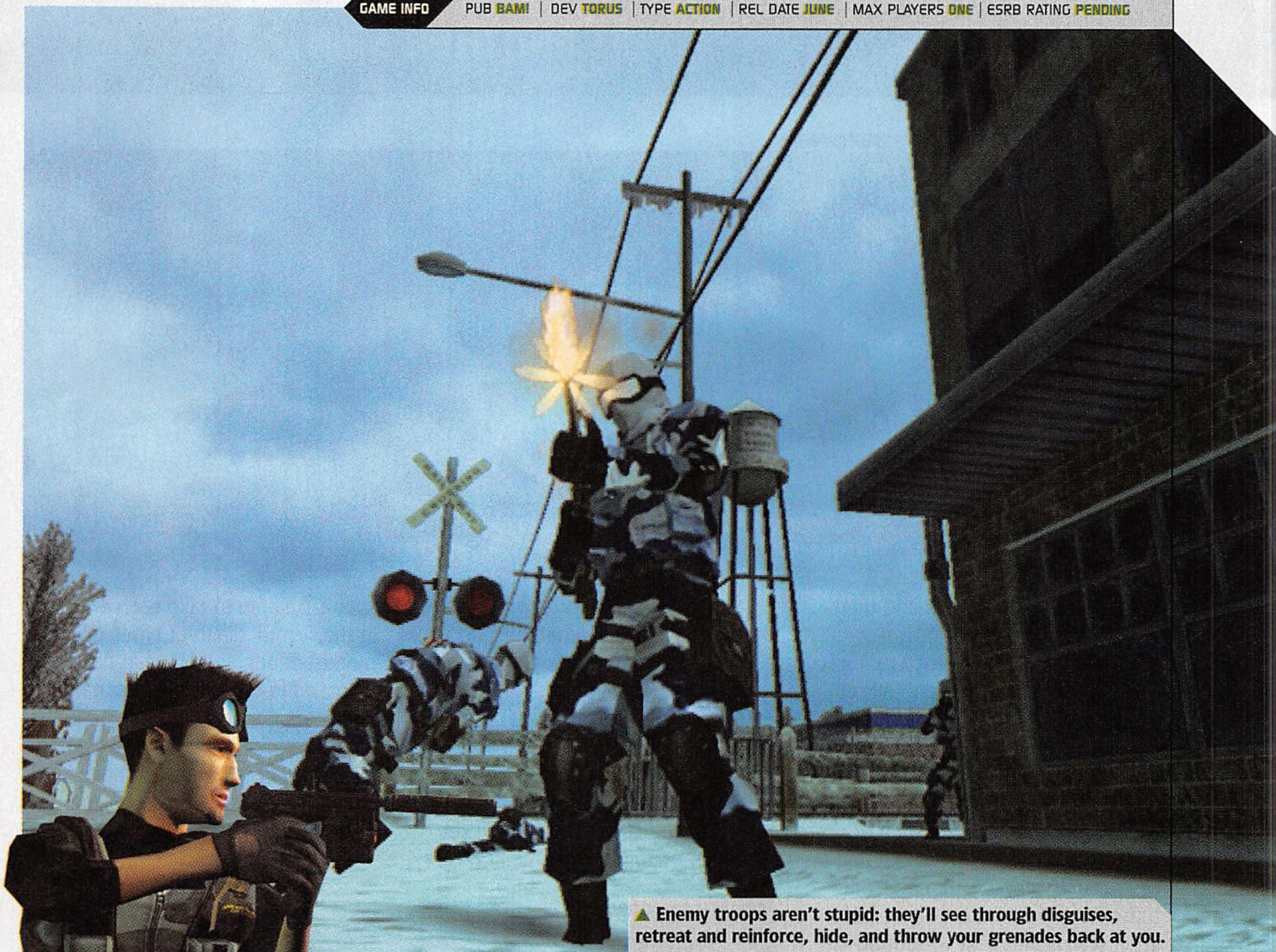
▲ "Tom, this is Hannah. Check out these real-time shadows and detailed textures."



▲ Clearly, Hannah is a hottie, but screens like this have us wondering if she's also playable at some point. But *BAM!* isn't saying.



GAME INFO | PUB *BAM!* | DEV *TORUS* | TYPE *ACTION* | REL DATE *JUNE* | MAX PLAYERS *ONE* | ESRB RATING *PENDING*



▲ Enemy troops aren't stupid: they'll see through disguises, retreat and reinforce, hide, and throw your grenades back at you.

# ICE NINE

*Stealthy, anti-terrorist action on the cutting edge*

**T**his visually impressive title combines stealth-focused FPS gameplay with a patriotic premise. Some Chinese terrorists have

just stolen *Ice Nine*, a sophisticated electronic virus that can travel through normal, everyday power lines, thus enabling it to send entire cities back in time to the days before electricity in

the blink of an eye. This is pretty much a bad thing, so the CIA sends you, special operative Tom Carter to defuse the threat.

Luckily, you've got enough gadgets and weapons to make Batman jealous. There are 20 in all, including a good old sniper rifle, night vision goggles, and sticky mines that can be attached to both walls and enemies. You also have a PDA that enables you to communicate with your controller Hannah (think *Otacon* with *Lara Croft's* body), and doubles as a taser and tranq dart gun. Even your enemies themselves are useful: you can put a terrorist in a headlock and use him as a human shield, or take a fallen opponent's clothes and weapon (including a massive gatling gun) and walk freely among the enemy, so long as you're careful not to compromise your cover.

Caution is also advised when dealing with Hannah, who may be a double agent. This uncertainty figures

◀ You can put an enemy in a headlock and use him as a human shield. Tough break, bad guy. Eat flying lead!



▲ The dev team is getting some great texture detail out of the PS2. These walls look so realistically grimy, we don't want to touch them.

heavily into *Ice Nine's* plotline, with the story branching depending upon whom you choose to trust at certain critical points. You may even find yourself moving over to the side of the terrorists (there are different endings to match your allegiances). For our part, we trust this game will be well worth playing when it arrives this summer. **ERIC BRATCHER**

## THE BUZZ

Nice graphics, a mix of stealth and FPS, and an awesome new use for your headset.





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2 unique campaigns to  
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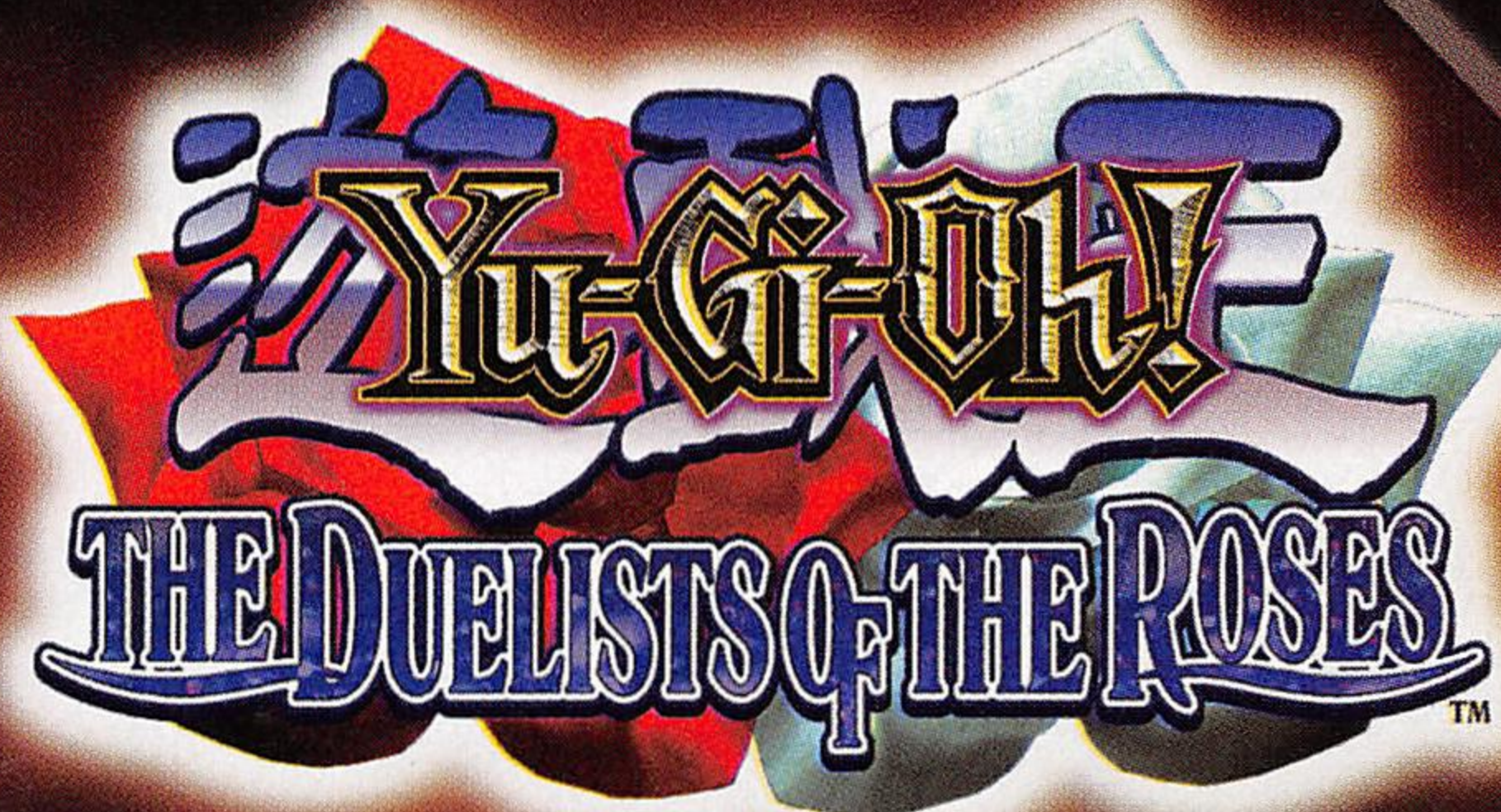
See full 3D versions of over 850  
cards battle on the Duel Field



Card Movement Battle  
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more advanced strategies

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Mild Violence

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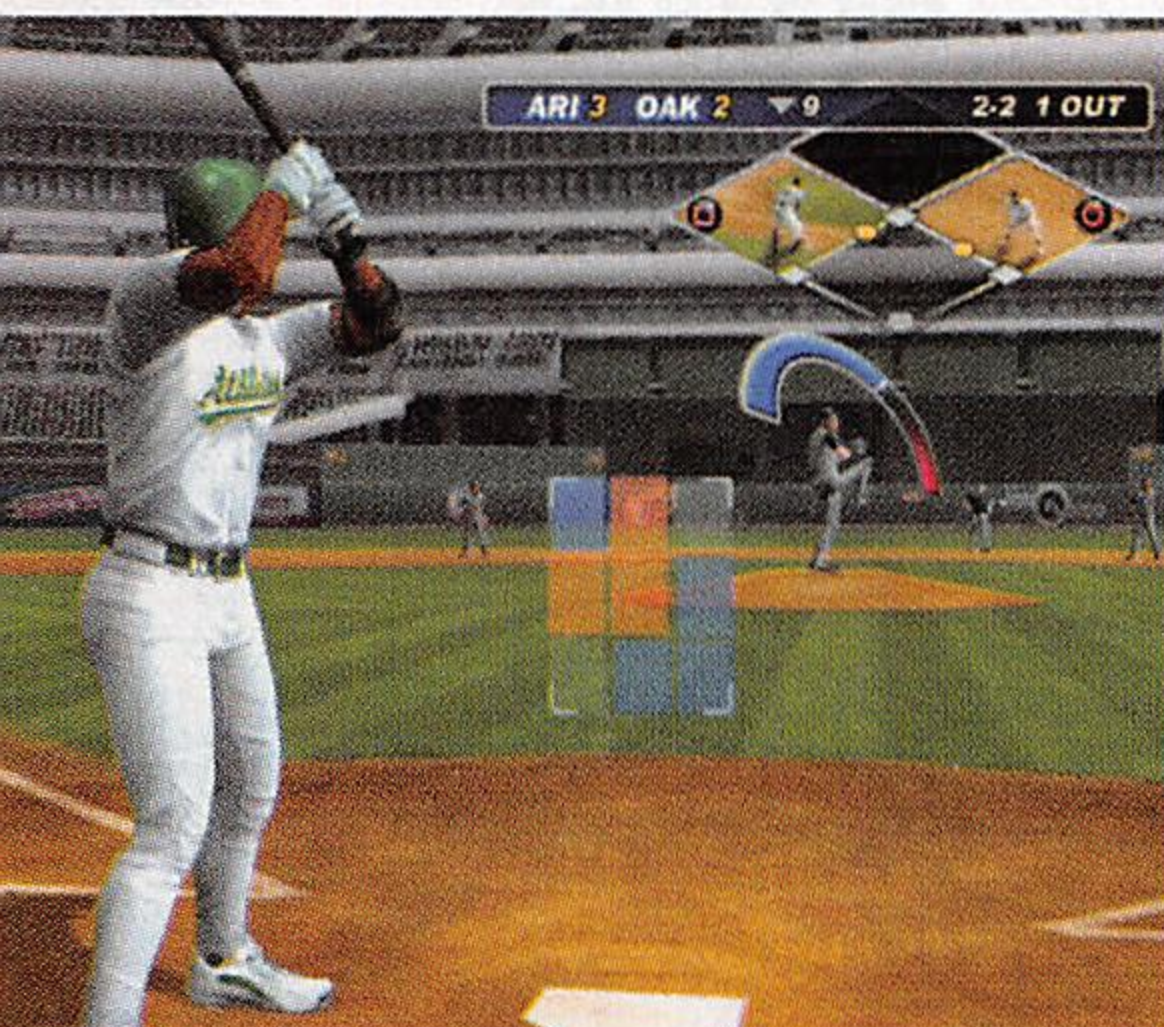
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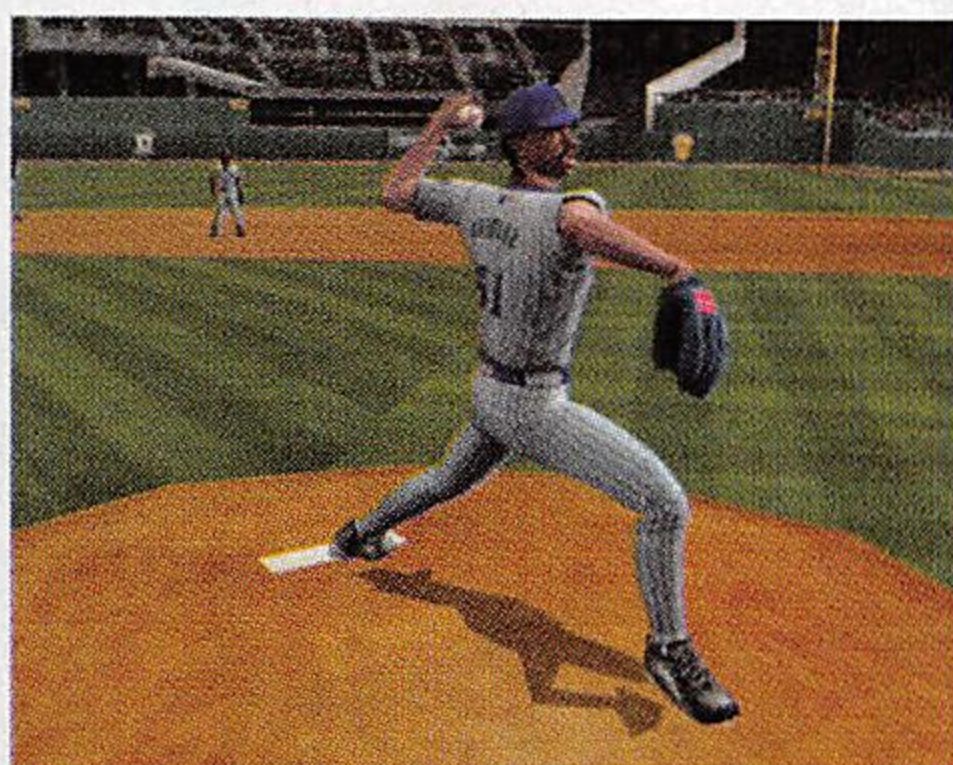
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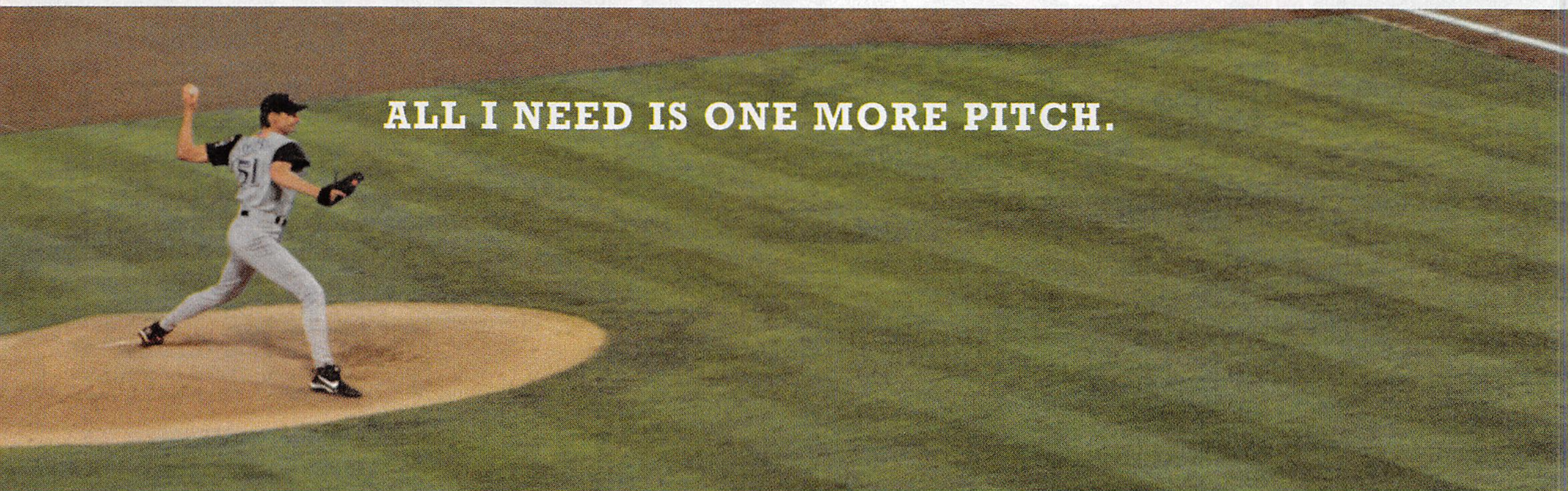
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**ALL I NEED IS ONE MORE PITCH.**



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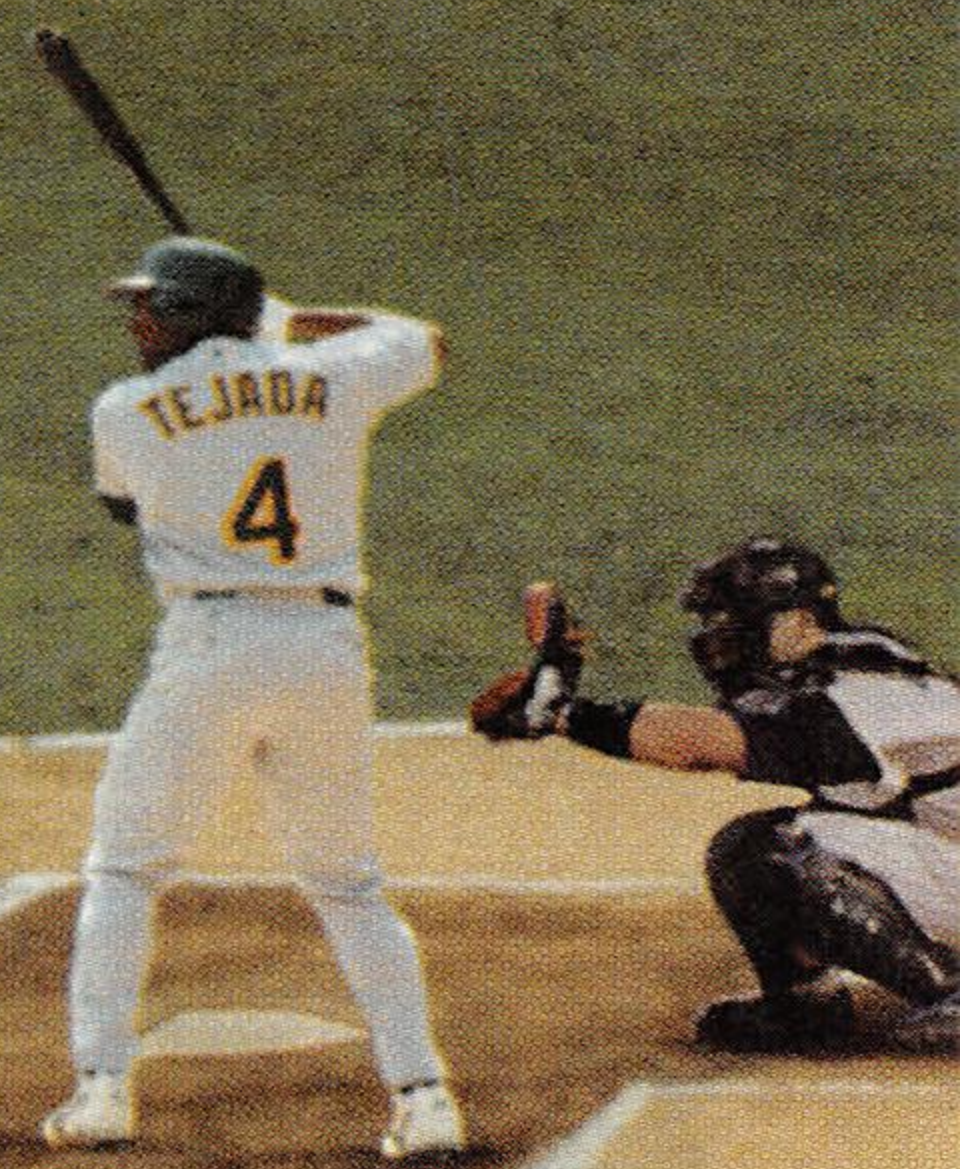




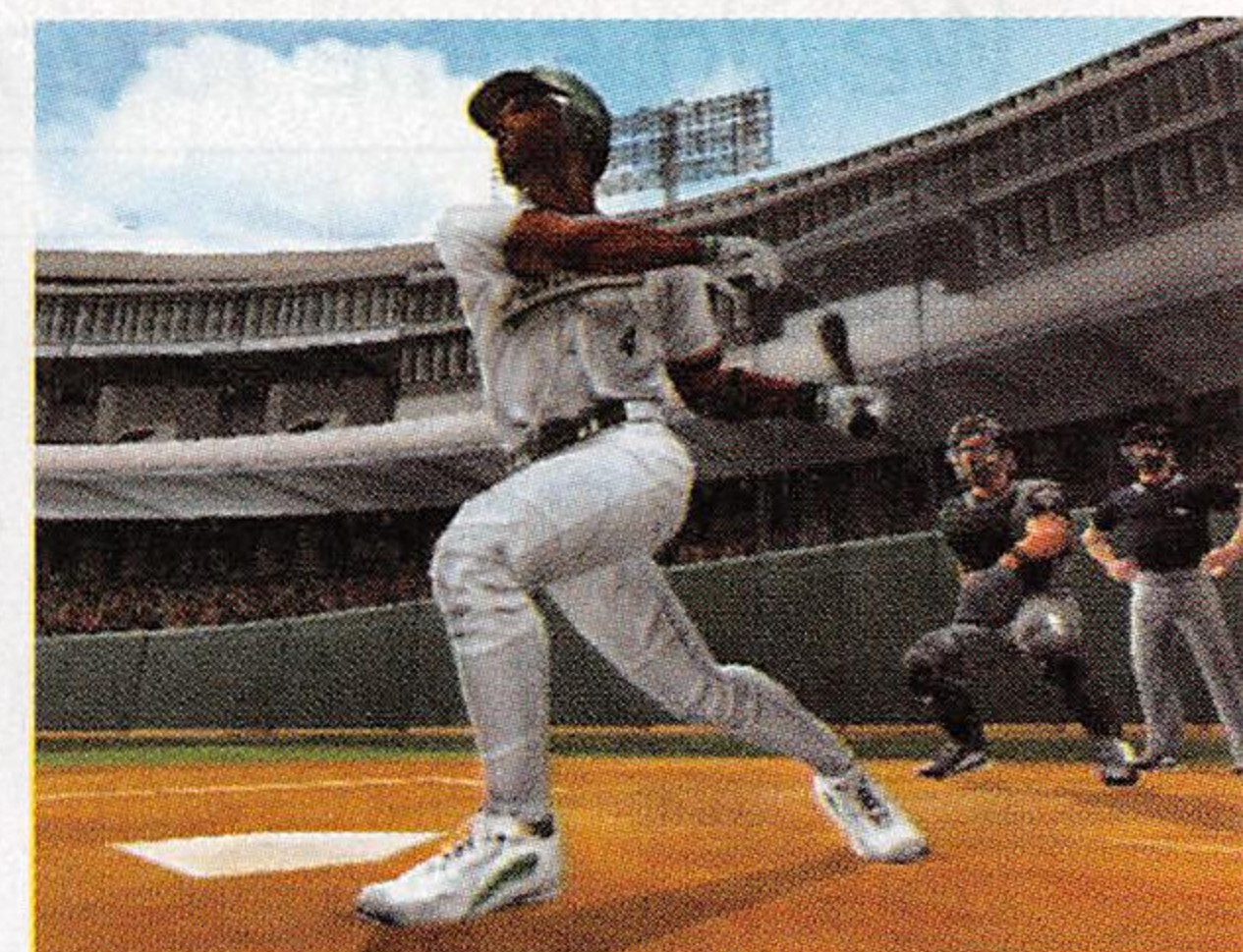
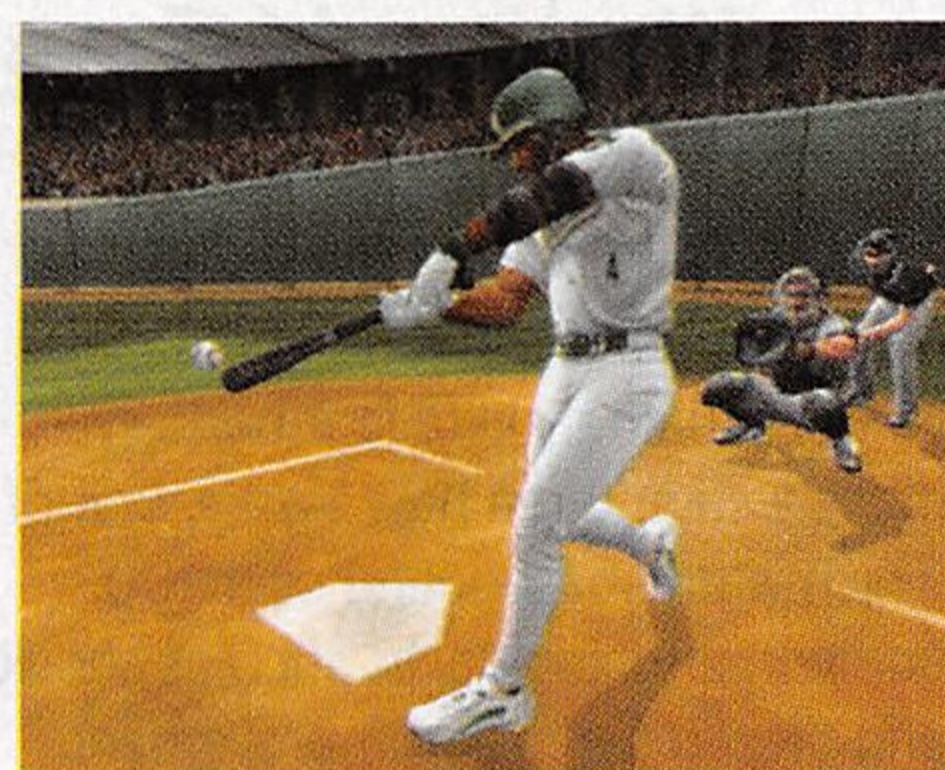


It's in the game.™

ALL I NEED IS ONE MORE PITCH.



<<< Skipper sending the sign to Sac Fly? Need to pull the pea opposite way against



the shift? With **FULL SWING CONTROL**, fend off the nasty junk the pitcher's bringing

until you see the one you like. Stay alive in the count long enough and you might get tipped off to when the pitcher leaves one in your wheelhouse.

Voila! No more ducks on the pond. Get yourself into the starting lineup at [mvpbaseball2003.ea.com](http://mvpbaseball2003.ea.com).

**PITCHER VS. BATTER. WHAT SIDE OF THE FENCE ARE YOU ON?**







▲ With the improved handling system and the addition of several new cars, *Auto Modellista* has become even more of a must-have title.

# AUTO MODELLISTA

*We do some racing with the U.S. version*

**A**t a recent event, Capcom unveiled the localized version of its cel-shaded racer, *Auto Modellista*, so we figured it was time to do a bit of an update. The first good news we learned was that this wasn't going to just be a simple conversion of the Japanese version of the game.

Capcom has actually gone in and overhauled the entire car physics system in order to make the handling even better. While not exactly arcade-like, cars now handle more fluidly and can powerslide considerably easier. Also, the chances of you spinning out in a sharp turn have been somewhat reduced. Along with that major gameplay change, the developers

have also thrown in nine additional vehicles, namely classic American muscle cars; three new tracks, one of which is dirt-based; and over 100 additional tuning parts, such as shocks and tires. It's a major improvement over the original, especially when you see how aggressive the computer-controlled cars are now.



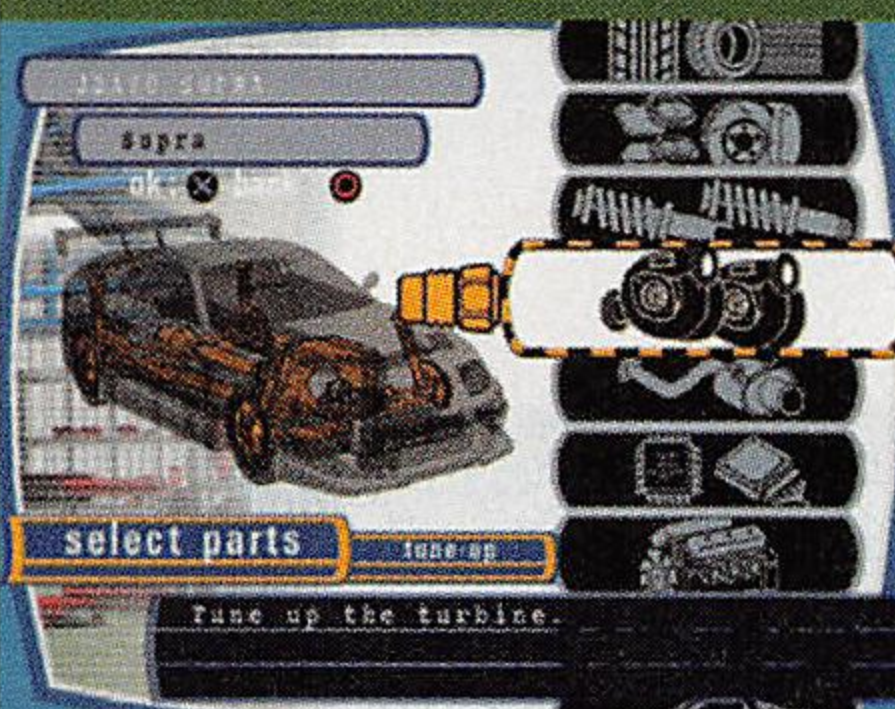
Unfortunately, the build we were sent didn't have the online mode enabled, so we can't really comment



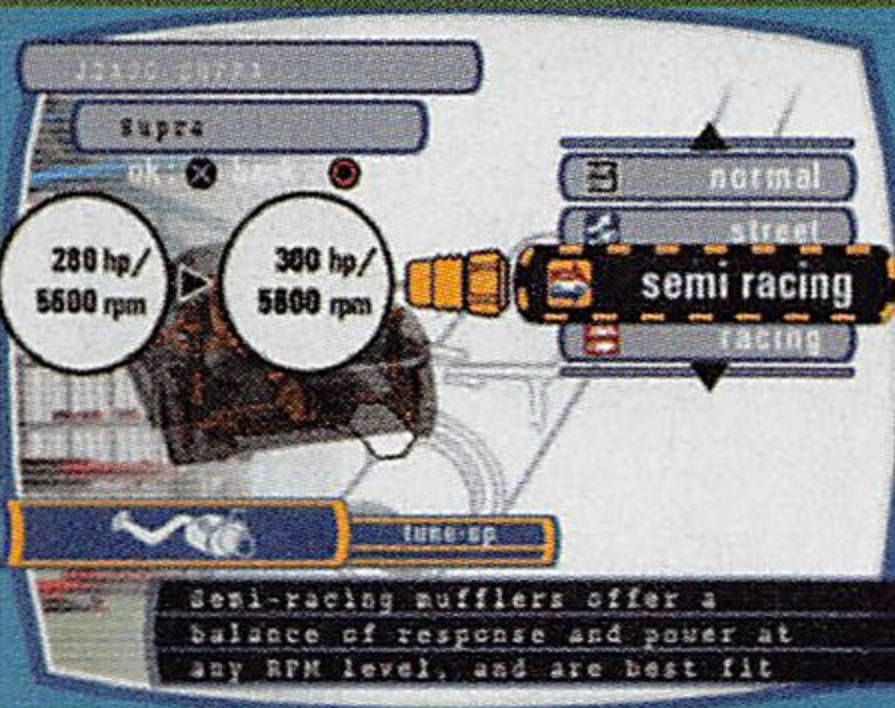
▲ This dirt course is one of the new additions to the U.S. version of the game.

## You Are The Mechanic

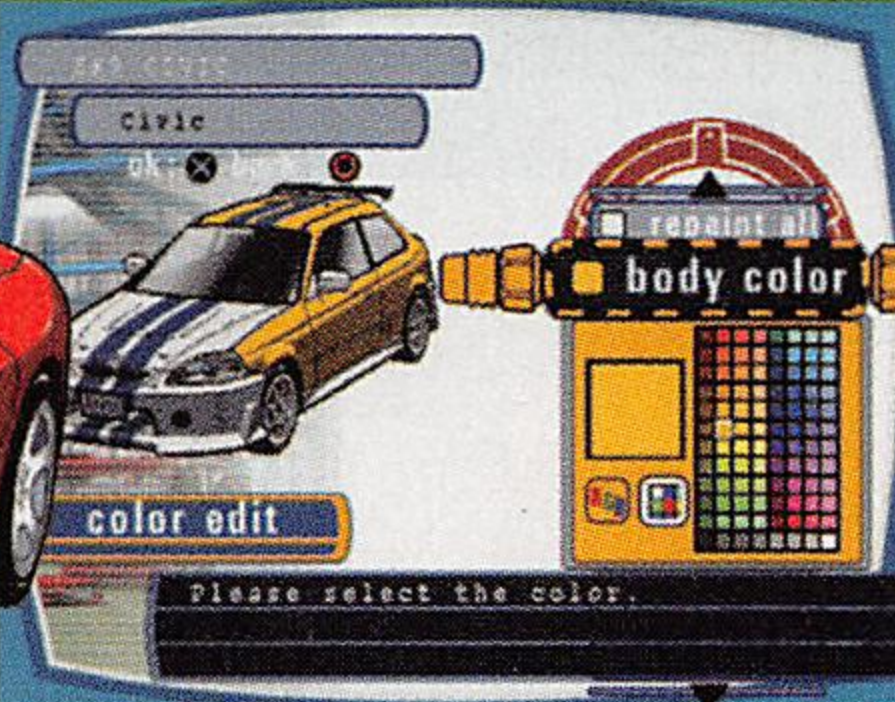
One of *Auto Modellista*'s most impressive features is its sheer number of tuning options and items. There are literally hundreds of ways to modify your car.



▲ Tune up sections of your engine.



▲ Purchase and add new car parts.



▲ Change the paint job or add stripes.

on it. However, a few words with beta testers did reveal that the Sega-based network, which the game will utilize, is coming together nicely and that racing online was quite smooth and free of major hiccups. Just keep in mind, though, that this is a broadband only party and that dial-up users should look elsewhere.

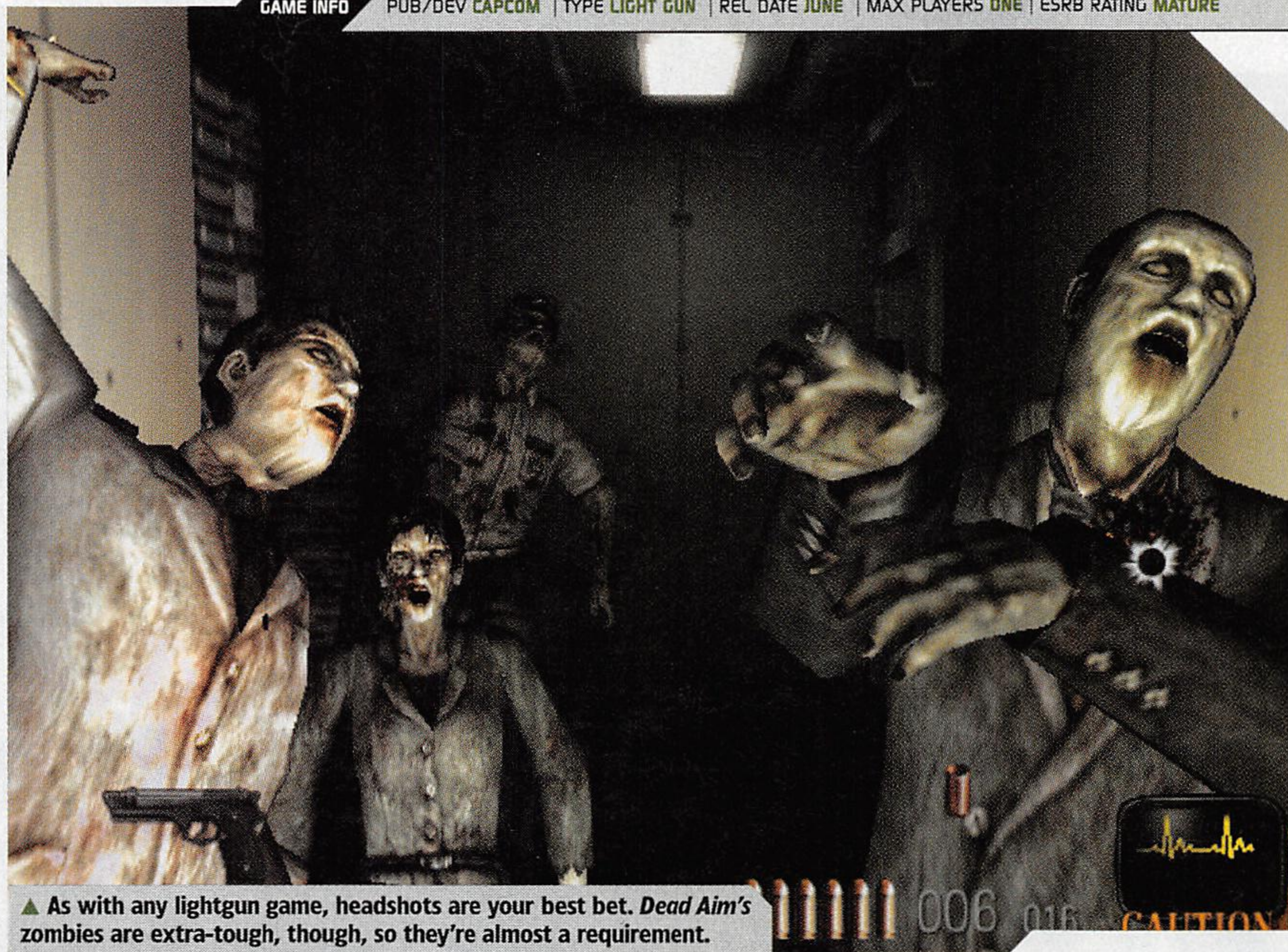
Regardless, March is going to be a great month for racing fans, as both *Auto Modellista* and *Midnight Club II* are set to hit stores. It's too early to see which game gets off the starting line the quickest, but Capcom's racer definitely has the advantage in the tuning department. Hopefully, next month, we'll see who crosses the finish line first. **STEPHEN FROST**

## THE BUZZ

It's a Capcom racer and it's online. There's no need for more information.



GAME INFO | PUB/DEV CAPCOM | TYPE LIGHT GUN | REL DATE JUNE | MAX PLAYERS ONE | ESRB RATING MATURE



▲ As with any lightgun game, headshots are your best bet. *Dead Aim's* zombies are extra-tough, though, so they're almost a requirement.

## RESIDENT EVIL: DEAD AIM

*Capcom sets its sights on a new breed of survival horror*

Okay, so the first stab at a first-person *Resident Evil* game—PSone's *RE: Sole Survivor*—didn't exactly set the world on fire (the lack of lightgun support didn't help any). Determined to make the formula work, Capcom is back at it with *Resident Evil: Dead Aim*, and what they've managed so far is worth getting excited over.

As an anti-Umbrella agent named Bruce MacGavin (not S.T.A.R.S. affiliated, apparently), players are now battling hordes of T-Virus infected zombies onboard an ocean liner. Not exactly earth-shaking stuff, but the actual play mechanics are pretty cool, to say the least. Using the GunCon 2 lightgun's D-pad, you move MacGavin

around the ship from a third-person perspective, sneaking and quick-turning via its two side buttons. In this respect, it plays like a traditional *RE* game, only without the wonky non-3D control.

There's a usual amount of key-finding and puzzle solving, but the really interesting part is the combat itself. Whenever you come across zombies (which is often, and in abundance), you pull the GunCon's trigger, which switches the game into first person mode for some good old fashioned lightgun blaster action. Even while in this mode, though, you can still look left, right, up and down using the GunCon's D-pad—there are even warning indicators to let you know when zombies are closing in from off-screen (very



◀ She's an ally, but is she a playable character?

◀ The cutscenes and voice acting are up to the usual *RE* standards, so far.

helpful, from our experience). The first-person blasting action, like its third-person counterpart, seems solid at this point, and certainly better than what was offered by *Sole Survivor*.

Even from our early playtime with the game, we can tell it's something special. Up to the quality of past *RE* games overall? It's too early to say, but you'll definitely want to keep your eye on it. **RANDY NELSON**



▲ Running and sneaking in third-person works well, even without analog support.



▲ The ship's interiors are nicely modeled, with some areas sporting great detail.

### THE BUZZ

Third-person action and lightgun shooter are colliding, and it looks like it just might work.

ENTER



GAME INFO

PUB/DEV CAPCOM | REL DATE SUMMER | TYPE ACTION | MAX PLAYERS ONE | ESRB RATING PENDING



▲ Some of the enemies and environments remind us a little bit of *Devil May Cry*.



▲ There's just something cool about having your own army of powerful soldiers.



▶ Capcom continues the classic story of a friend gone bad. In this case, Victor Delacroix is the one who has fallen into "darkness."



▲ Enemies don't just come in big numbers... they also just come big. A few of your opponents will even fill up most of the screen.

# CHAOS LEGION

*Capcom throws a bit of strategy into the action genre*

**S**eemingly out of nowhere, Capcom has unveiled the latest creation of famed Producer, Shinji Mikami, and it wasn't quite what we were expecting. As most of you know, Mikami has overseen many of Capcom's most well-known franchises, including *Resident Evil* and *Devil May Cry*. However, his newest project strays a bit away from both series, as it features both RPG elements and a small amount of strategy.

*Chaos Legion* tells the story of Sieg Wahrheit, a skilled swordsman, and his long-time buddy, Victor Delacroix. As expected, a terrible incident occurs that results in Delacroix "falling" into darkness and becoming a bit evil. So, it's up to Wahrheit to find his friend, save him, and then restore the world back to the way it was. Needless to say, this is all much harder than it sounds.

The game features two different modes of play, depending on the situation that the player finds themselves in. In most cases, you'll be able

to just focus on your single character and attack enemies, one-on-one, as they appear. However, when you start to be outnumbered, it's time to utilize the Legion mode. This feature will allow you to summon additional reinforcements called "legion units" and, hopefully, turn the battle more in your favor.

There are seven different legion units in all, each with their own unique abilities: bomber, sword, shield, power, claw, giant and archer. They can be positioned in various ways, depending on the battle conditions, and have the ability to attack in two different ways.



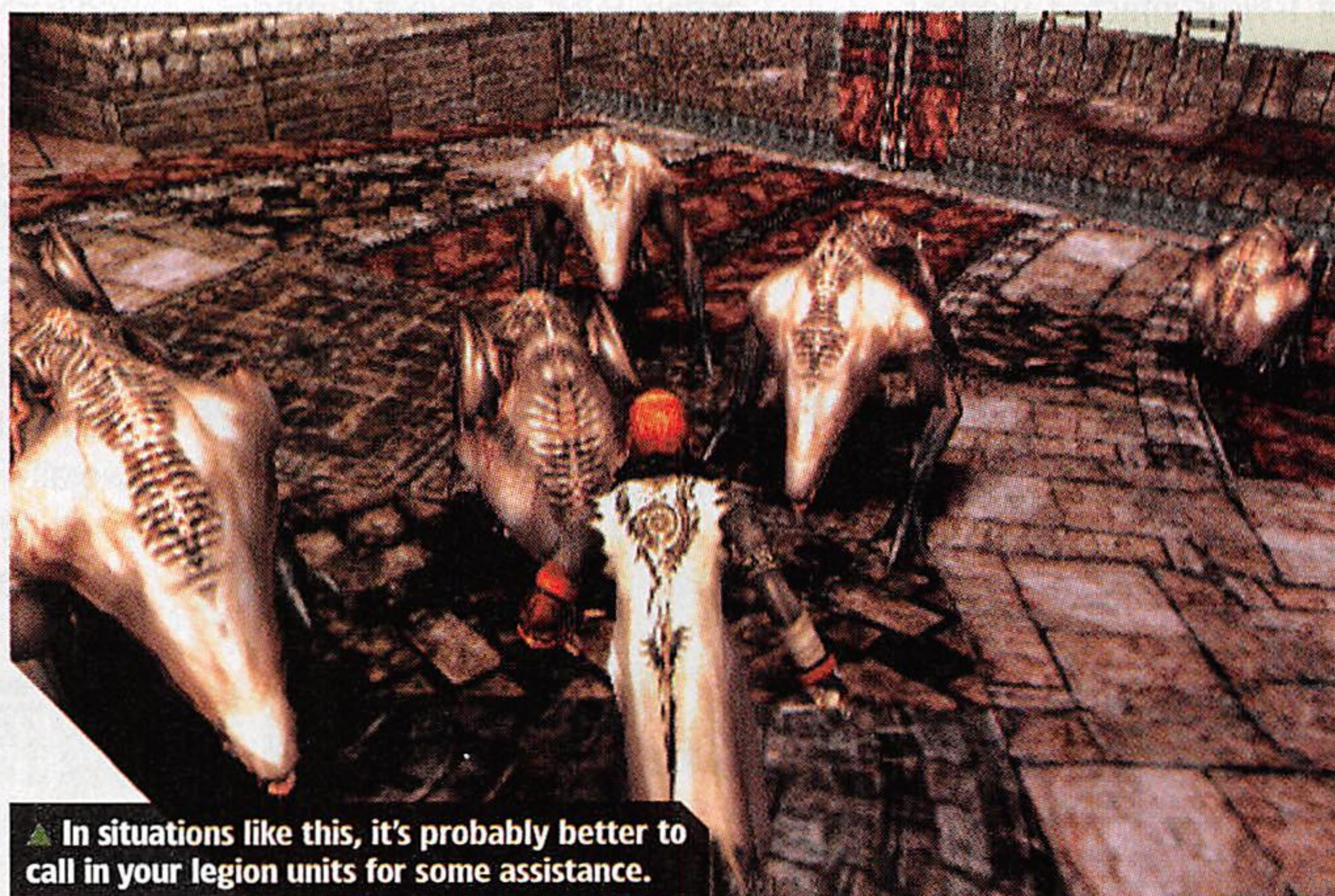
▲ Here's a close-up of our hero, Sieg Wahrheit. He may not have the greatest name, but he is a mean swordsman.

Offensively, they can be told to target a specific enemy and go after it. Defensively, they can form a barrier around the player and protect him.

From what it looks like, Capcom seems to truly be trying to bring something unique to the aging action genre of games. *Devil May Cry 2* might not have ended up as good as we would have liked, but at least this

game seems to have taken our mind off of that fact. With 13 levels to play through and a good number of hidden goodies to boot, *Chaos Legion* may very well end up the *DMC* sequel that we were hoping for. With a Summer release date, we'll definitely know soon enough.

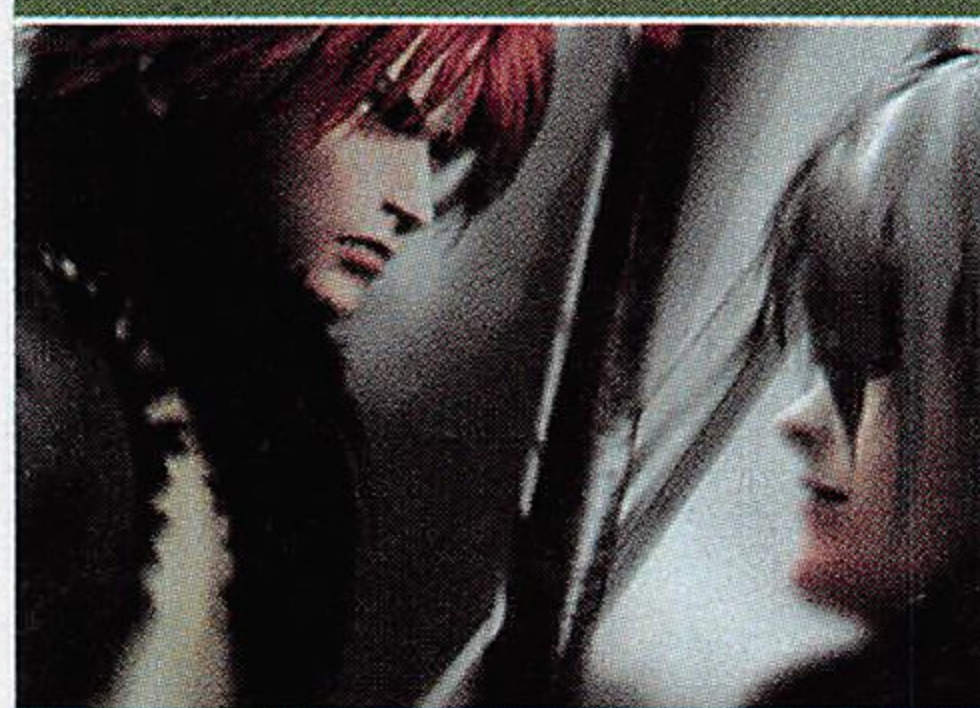
STEPHEN FROST



▲ In situations like this, it's probably better to call in your legion units for some assistance.



While you'll fight countless enemies, the underlying focus of this game is to find your friend and bring him back into the side of good. It's just not so easy.



▲ Really impressive CG cinemas and in-game sequences tell the story of Sieg and Victor and their continued conflict.



**🚩 Sometimes, when enemies are this large, you really do need to call in some help.**

Anytime Capcom actually unveils a brand-new franchise, it's time to get a bit excited!



▲ **We're not sure how deep the combat system is, but we're hoping that it doesn't feel too repetitive.**



► If you don't want to rely on the units, whip out your sword and fight by yourself.

◀ **Who will win her love this time?**



🏰 **Summoning the right types of legion units will be important if you want to win a battle quickly.**



The addition of the legion units adds quite a bit of depth to this action-based title. By using simple commands, you can get your units to perform various offensive and defensive maneuvers.



▲ You can tell them to form different attack formations for the various types of battles.

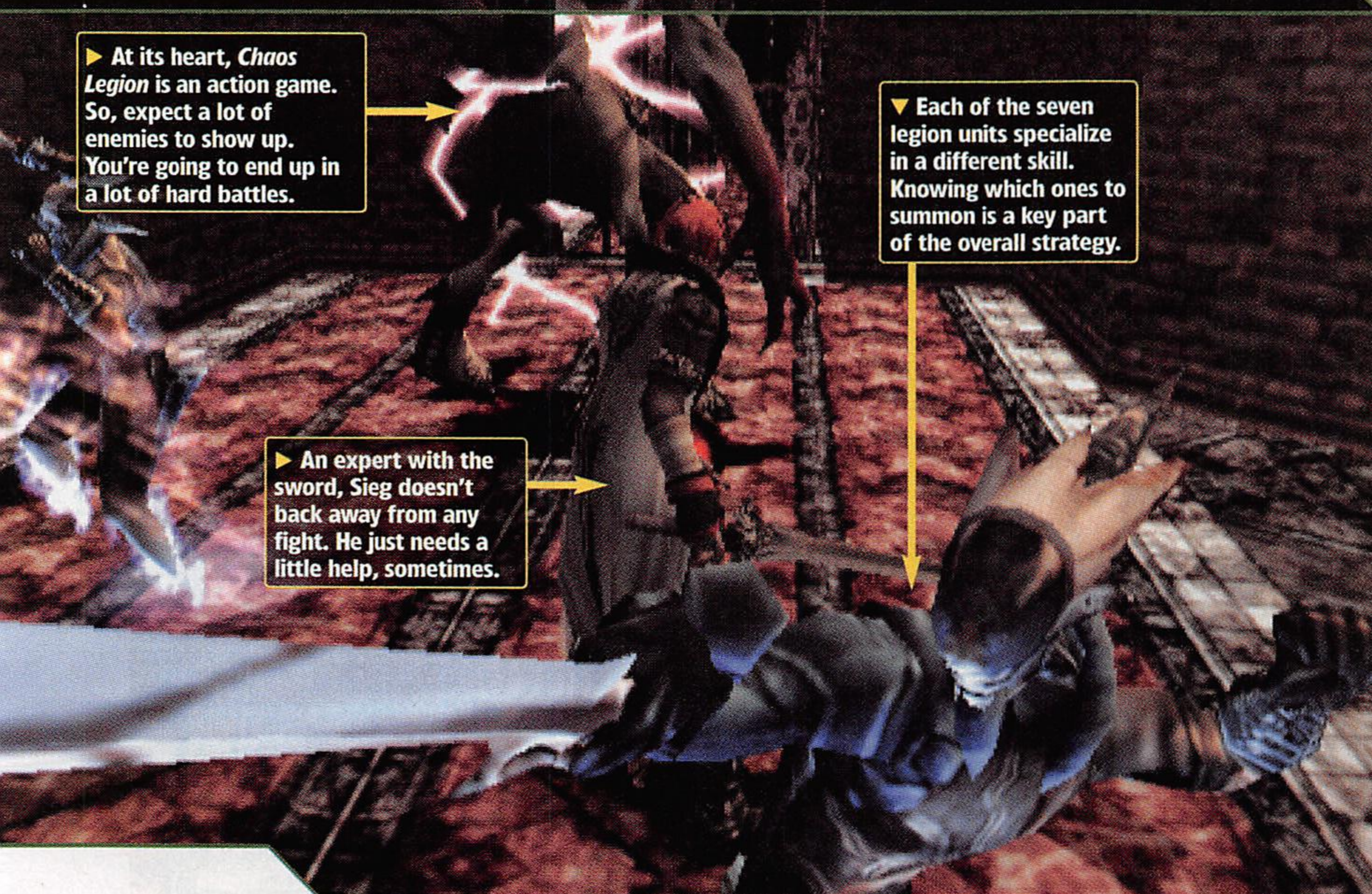


▲ There are seven different combat unit types, such as these far-reaching archers.



▲ They can surround you for added protection from enemies, if your health is low.

## An up-close look at the game in action



► At its heart, *Chaos Legion* is an action game. So, expect a lot of enemies to show up. You're going to end up in a lot of hard battles.

► An expert with the sword, Sieg doesn't back away from any fight. He just needs a little help, sometimes.

▼ Each of the seven legion units specialize in a different skill. Knowing which ones to summon is a key part of the overall strategy.



GAME INFO PUB/DEV **KONAMI** | REL DATE **SUMMER** | TYPE **HORROR** | MAX PLAYERS **ONE** | ESRB RATING **PENDING**



▲ Blood, blood, and more blood... You can't seem to go anywhere in this game without seeing some.



▲ Ah, mannequins. They're just as scary as clowns and the team behind *Silent Hill* knows this fact very well.



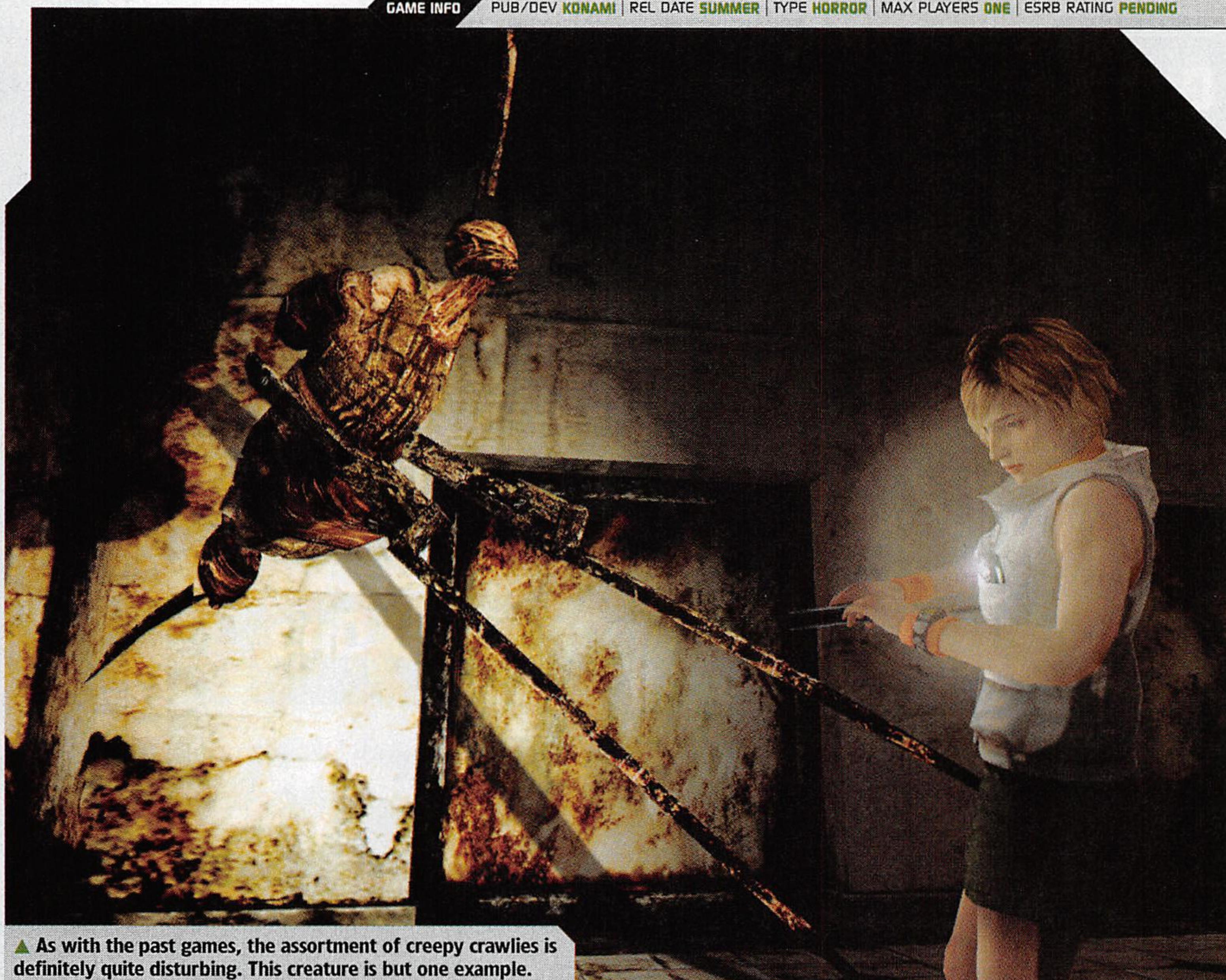
◀ Heather: scared little girl, or armed whacko?



▲ Much of the demo takes place in a mall that's been transformed into an otherworldly hangout for nasty beasts.



▲ Heather is accosted in the demo by a grizzly old private eye who claims to have some information on her. Is he friend or foe?



▲ As with the past games, the assortment of creepy crawlies is definitely quite disturbing. This creature is but one example.

# SILENT HILL 3

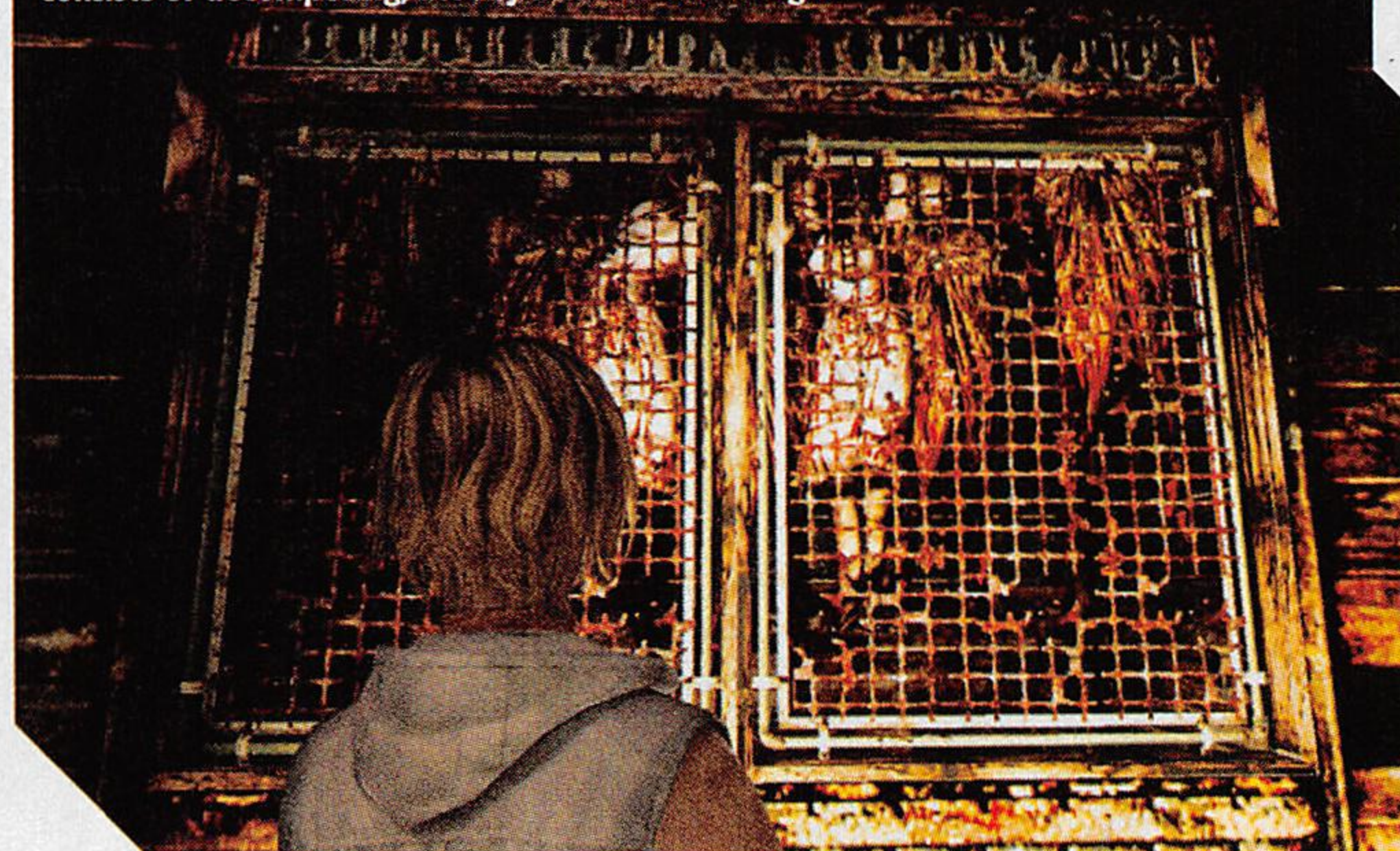
*The nightmare continues... one last time?*

One of the few franchises to come along and challenge *Resident Evil* for the survival horror crown, *Silent Hill* has always opted to convey terror much differently than its distant zombie-infested cousin. Fans of the series point to *SH*'s reliance on complex storylines, gritty visuals, and nightmarish monsters, while others refer to the astonishing realistic character designs as the games' strengths. After getting our hands on a playable demo of the third title in the series, we're happy to report that Konami's creepy franchise is back in fine form.

As the demo begins, players are dropped directly into a demented, decrepit amusement park, littered with bloodied bunny costumes (are there bodies inside of them?) and bizarre monsters prowling in the dark. You are a young, teenaged girl named Heather who's just as puzzled at how she ended up here as you are. But you find that you have several

firearms at your disposal, which is the only way to get past some of the weird mutations wandering the park. As you make your way through the park, you'll eventually come to a set of rollercoaster tracks – with nowhere left to go, Heather scrambles across them only to be notice the sound of the oncoming rollercoaster. Before you can dodge the tram, Heather

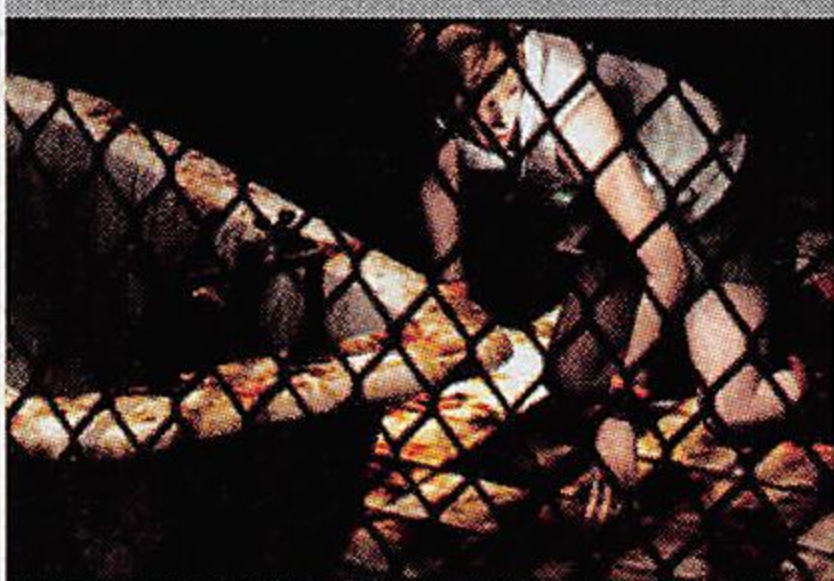
▼ Just like its predecessors, much of the in-game window dressing consists of decomposing, bloody bits of flesh in cages.



▲ Unbeknownst to her, Heather has some serious skeletons in her closet that slowly creep out during the course of the game.



One of the defining features of the *Silent Hill* games is the unorthodox camera work. The camera often seems to move to strange angles in an attempt to cause disorientation and general confusion in the gamer. Needless to say, it does a good job. Alfred Hitchcock would definitely be very proud.



▲ From ceilings to below floors to behind wall grates, there's no location that's safe from the game's vertigo-inducing camera.

As the rest of the demo's short introduction to *Silent Hill 3* unfolds, we learn a few things about Heather: she's got a loving father whom she phones to tell him she'll be a bit late; there's something dodgy about her past that seems to attract weirdos like a persistent private detective (who claims to "know" her) and a creepy matriarchal-type woman who spouts off some mumbo jumbo; but otherwise, she's an average girl with ordinary concerns. That is, until she discovers that the shopping mall she thought she was leaving has turned into a deserted wonderland for monsters and the occasional human (who's weird enough to pretty much be a monster, too).

Much of the mechanics and controls appear to be similar to past installments in the series, but with the playable merely being a demo, this could change. One change is that Heather can now equip non-weapon items in order to use

Visually, the game seems more refined in terms of detailing with heavy emphasis placed on character models. Heather looks absolutely realistic at times, as do the supporting characters who wander in and out of the demo. The heavy fog that enshrouded the first two adventures returns, but looks more convincing and spooky, rather than simply obscuring the backdrops. Wisps of mist take on sinister shapes and the penetrating darkness of the environments is more than enough to instill dread.

*Silent Hill 3* is poised for a Summer release and, after tasting the short, but sweet playable, we're itching for more. The storyline and scare factor have a lot to live up to after the first two games, but we have high hopes that the mysterious new heroine, Heather, has more than a few ghastly secrets up her sleeve.

**FRANCESCA REYES/  
STEPHEN FROST**

◀ There is simply no way to describe these creatures. We just had to show you. Scared yet?

This sequel looks to be more disturbing and revealing than the past titles. Is that possible?

## An up-close look at the game in action

▼ While the past games were definitely quite detailed, this sequel will feature better textures and an even higher level of detail.

▼ Players will actually find far less doors that can't be easily opened. Exploration, and not just puzzle solving, will be a major element.

◀ Heather is certainly a unique character to introduce into the series. Her young age and inexperience should make this one interesting story to play through.



## THE SIEGE

One of the main new additions to the *Dynasty Warriors* formula is the "Siege Engine", which allows the player access to catapults, battering rams and other large offensive weapons.



▲ With rams and elevated platforms, taking over castles will be that much easier.



**S**elling well over a million copies, KOEI's *Dynasty Warriors 3* has been one of the company's most successful franchises ever.

Effectively combining the historical characters from the *Romance of the Three Kingdoms* universe with high-intensity hack and slash action, the series has not only been kind to the KOEI corporation, but its fans as well. Now, just a few months removed from the release of the *DW3* add-on disk *Xtreme Legends*, KOEI is prepping its next version of the beloved franchise with *Dynasty Warriors 4*.



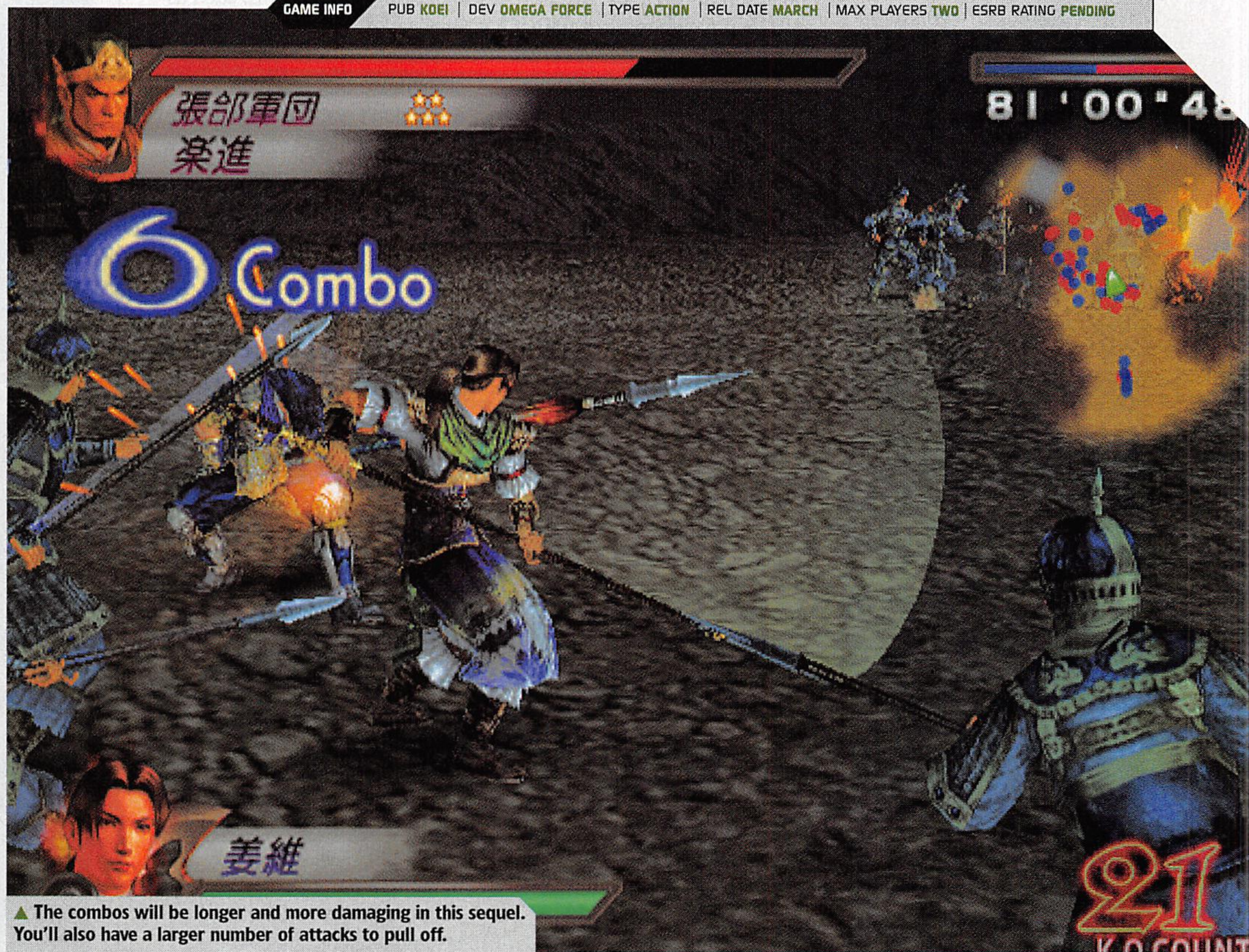
▲ The spear has always been one of our favorite weapons because it has such a far range.



▲ Special Attacks are useful on multiple enemies, especially when they are at a bit of a distance from you.

GAME INFO

PUB KOEI | DEV OMEGA FORCE | TYPE ACTION | REL DATE MARCH | MAX PLAYERS TWO | ESRB RATING PENDING



▲ The combos will be longer and more damaging in this sequel. You'll also have a larger number of attacks to pull off.

# DYNASTY WARRIORS 4

*Koei readies for an all-out sequel war*

Only this time, there's a bit more strategy involved.

Don't misunderstand us, there's still a whole lot of killing, maiming, and two-player Musou action to toy with, but the designers wanted to add a little something different this time. Their answer is the all-new siege engine, which allows players and their armies to build catapults, battering rams, and other army-based devices to pummel down castle walls or destroy enemies out of your reach.

And believe us, you'll need these new devices, as KOEI has also ramped up the artificial intelligence of your opponents, making



► Everything has benefited from a visual upgrade. That includes the backgrounds, lead generals, and even the minor characters.

◀ There's no denying the skills of Koei's art department. The character designs are amazing!

the game far more difficult than before (Armies now react to their surroundings and situations instead of following preset patterns). There's other new stuff to boast about, too, like the 50 randomized stages that change with each session and the two new gameplay modes (Campaign and Kingdom) that makes the story a little more personalized than it had been previously.

Obviously, there's still more to talk about with this ambitious sequel, but with an appearance just weeks away, it's best left for our final review. We'll be back next month with the full skinny. JEREMY DUNHAM/STEPHEN FROST

## THE BUZZ

Improved visuals, more depth, and a larger variety of stages make this one hot sequel.

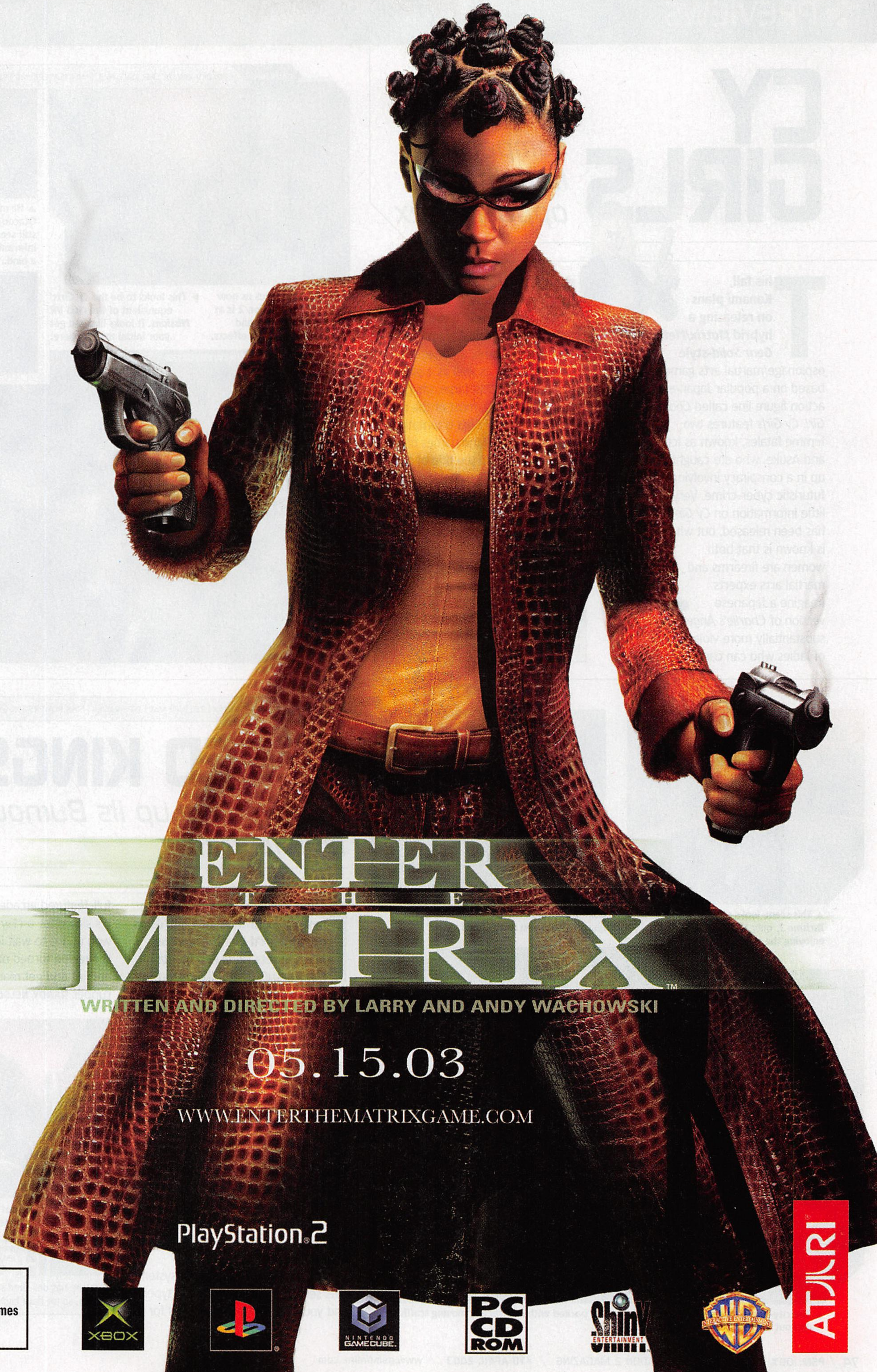


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(s03)

TEEN  
T  
CONTENT RATED BY  
ESRB

Mild Language  
Suggestive Themes  
Violence



# ENTER THE MATRIX™

WRITTEN AND DIRECTED BY LARRY AND ANDY WACHOWSKI

05.15.03

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PlayStation 2



## CY GIRLS

*Snow  
gets some  
competition  
from the  
opposite sex*

**T**his fall, Konami plans on releasing a hybrid *Matrix/Metal Gear Solid*-style espionage/martial arts game based on a popular Japanese action figure line called *Cool Girl*. *Cy Girls* features two femme fatales, known as Ice and Asuke, who are caught up in a conspiracy involving futuristic cyber-crime. Very little information on *Cy Girls* has been released, but what is known is that both women are firearms and martial arts experts. Imagine a Japanese version of *Charlie's Angels*—only with substantially more violence and a pair of ladies who can cartwheel through



▲ ICE really does look, uh... cool, right?

gunfire and grab weapons from the floor with the ease of Trinity. A quick glance at available screenshots reveals a gunmetal cyberpunk theme, a Codec-inspired radar system, as well as a pair of girls with rather large, uh, guns. Unfortunately, most of the information on *Cy Girls* is tentative, including both the names of the characters and the title of the game itself. The developers are being so secretive about this game that even Snake failed to report back to us. We hope he's still alive.

DOUG TRUEMAN/STEPHEN FROST

## THE BUZZ

It looks like Otacon might have a date for New Year's Eve after all.

GAME INFO PUB/DEV KONAMI | REL DATE FALL | MAX PLAYERS ONE | ESRB RATING EVERYONE



▲ It always amazes us how good the PlayStation 2 is at creating explosions and other particle-based effects.

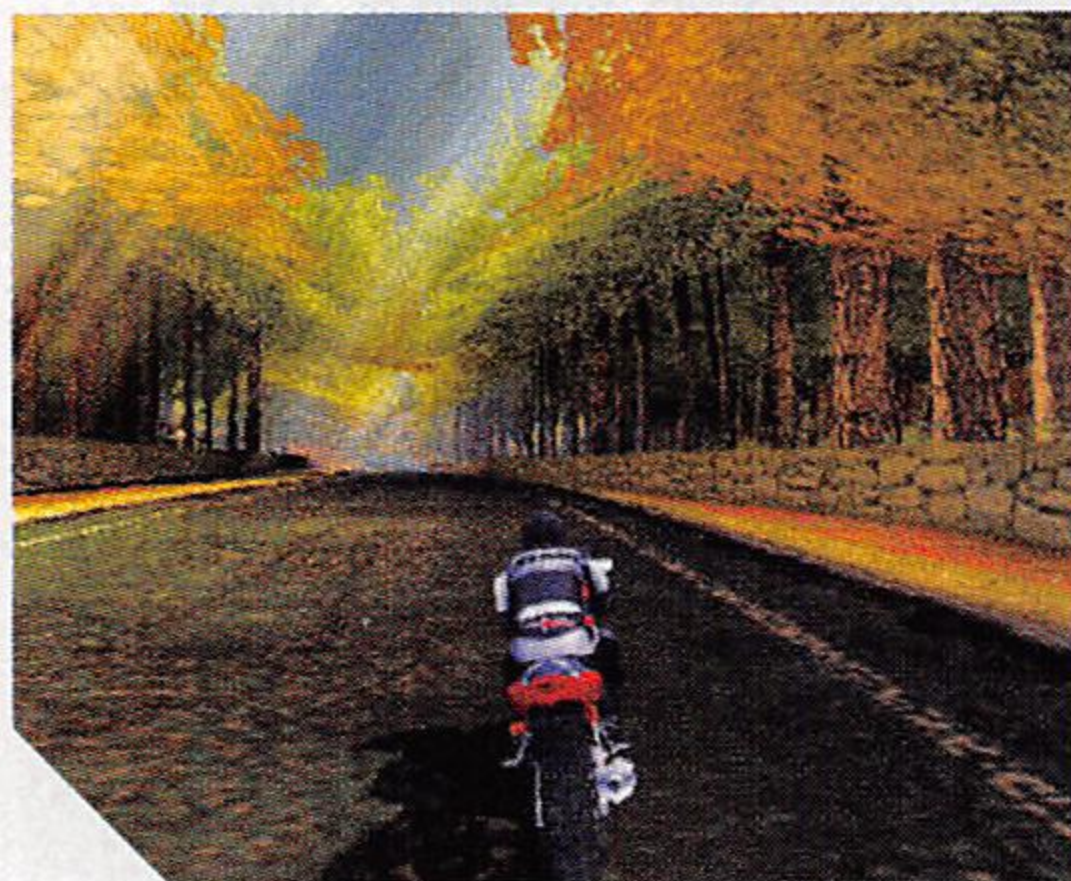
▶ This looks to be the *Cy Girls'* equivalent of the *MGS VR Missions*. It looks like you get your initial training here.



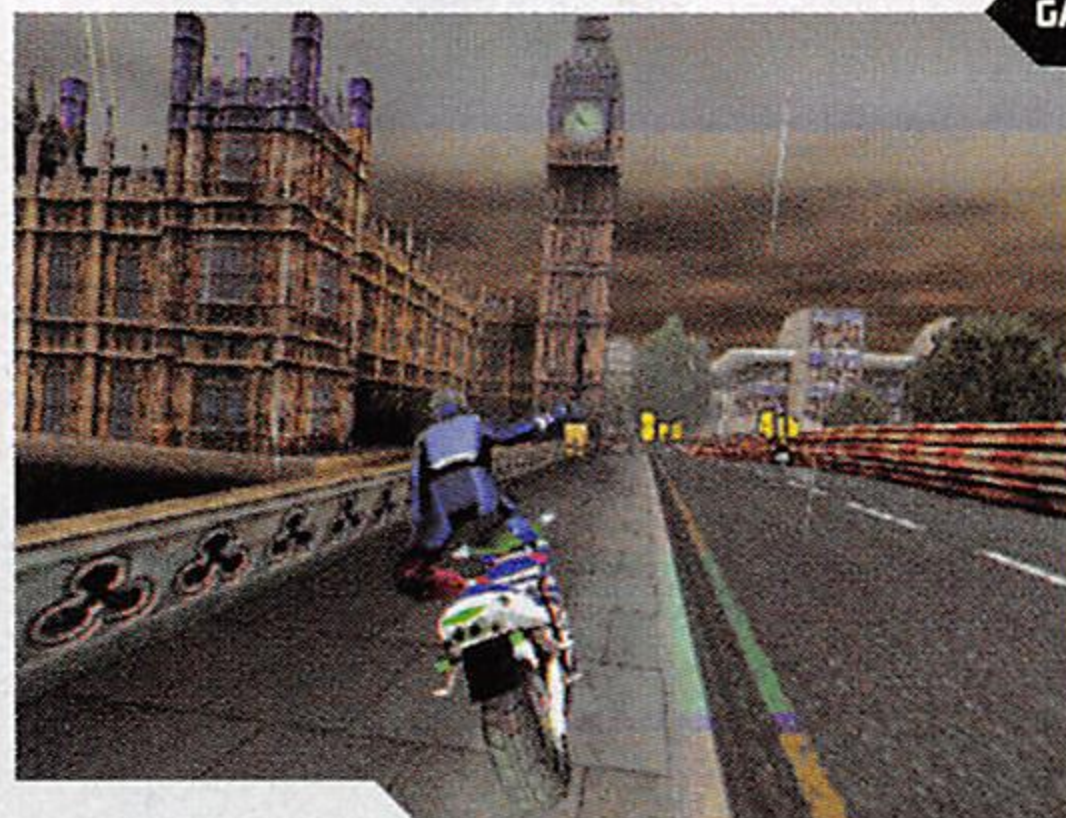
▲ He may not quite be Otacon, but Sancho Pacho still seems to provide useful information when you're in a bind.



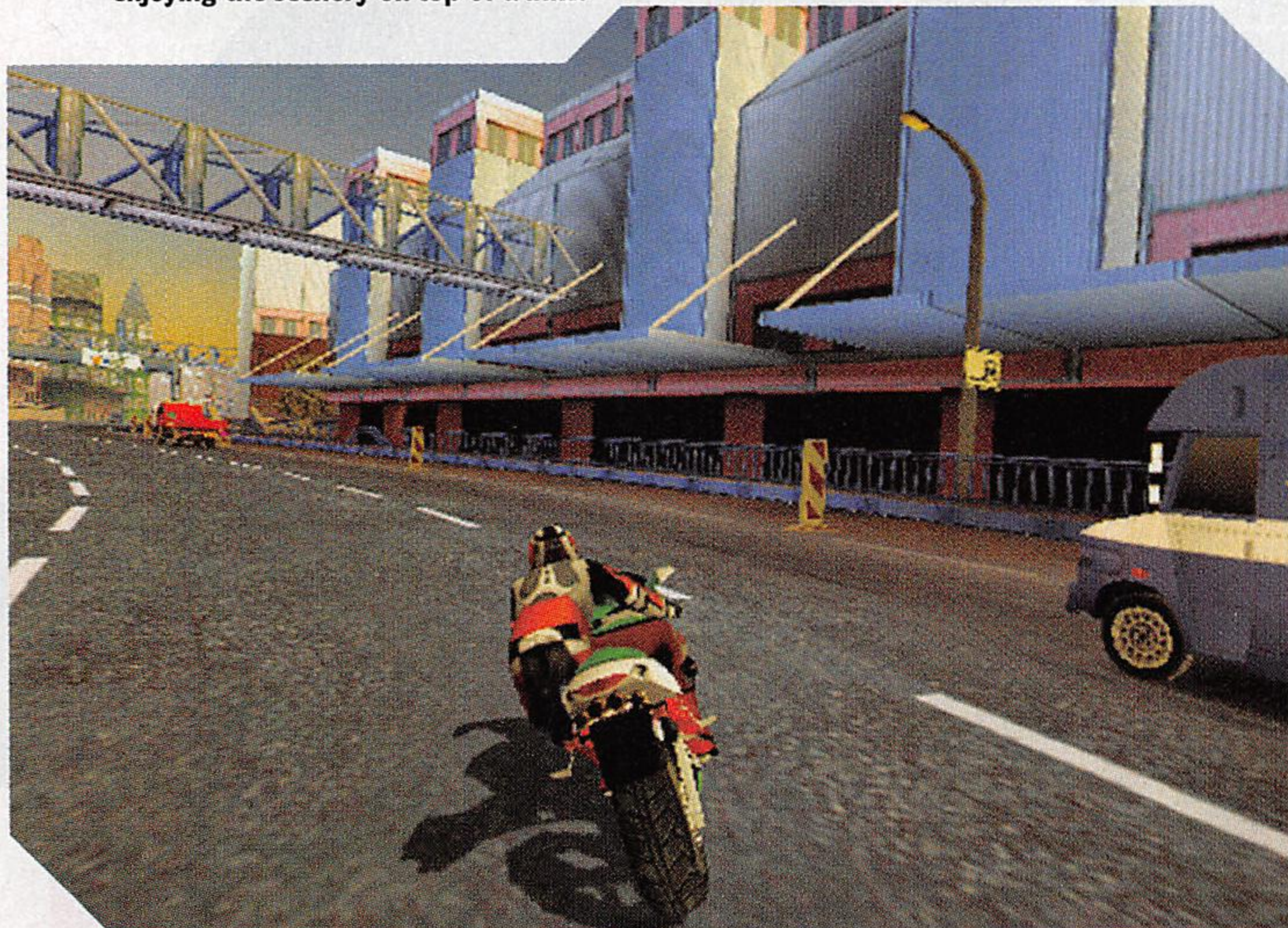
▶ With its similar look and familiar gameplay, we wonder if *Cy Girls* uses the *MGS2* engine.



▲ This scene looks straight out of *Gran Turismo 3*, only this time, you're enjoying the scenery on top of a bike.



▲ Insane stunts like this one will give you points, which, in return, will fill the boost gauge, giving you more speed.



▲ The city-based courses, like *Burnout's*, will be packed with realistically moving traffic to watch out for (and run your opponents into).

GAME INFO PUB ACCLAIM | DEV CLIMAX | REL DATE MAY | TYPE RACING | MAX PLAYERS TWO | ESRB RATING PENDING

## SPEED KINGS

*Acclaim revs up its Burnout on motorcycles*

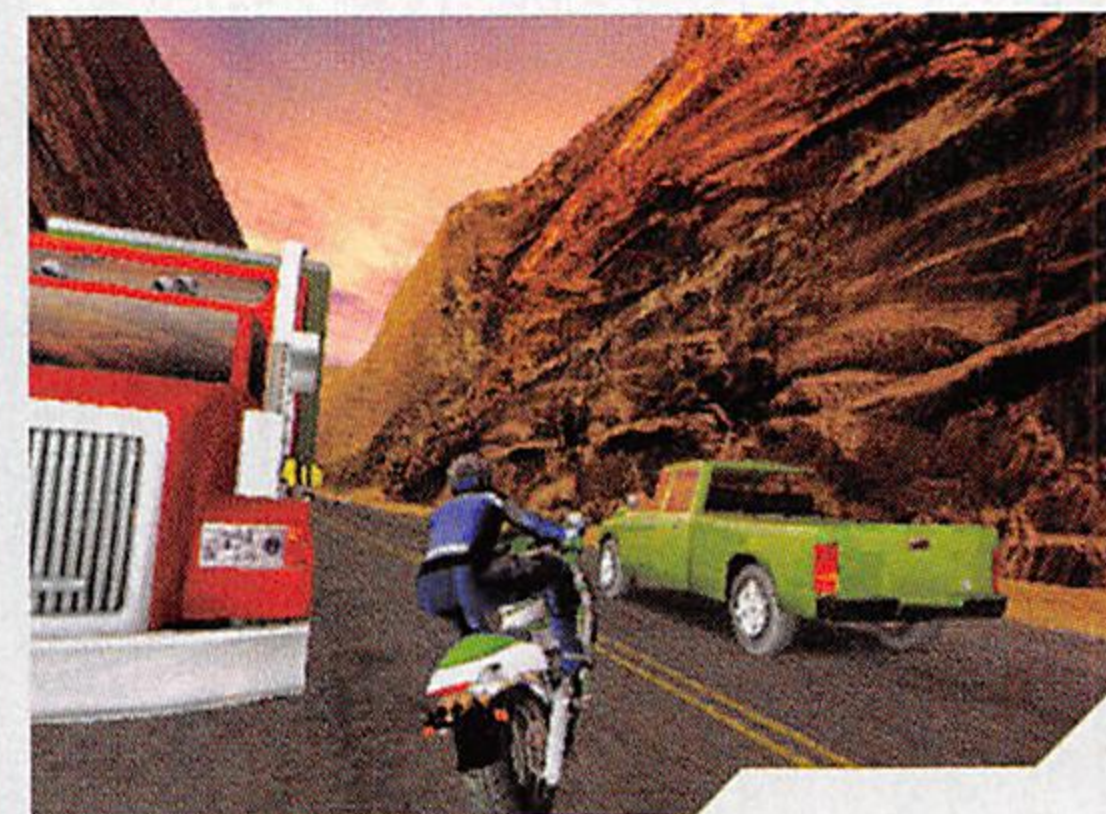
**I**f you had to sum up Acclaim's newest racer in as few words as possible, it'd be "*Burnout on bikes meets Need For Speed: Hot Pursuit 2*." It's UK-based

Climax London and not *Burnout* creators Criterion working on this speedy street racing project, though, but you wouldn't know by the features list.

To sum it up, we're looking at 22 extremely fast (licensed) street bikes on city-based courses, insanely realistic crash physics (shades of *Burnout*) and cop chases (there's your *NFS:HP2*). Plans also call for realistic city traffic, unique rider styles (and taunts), plus a whole slew of unique stunts for each rider—including the ability to slide your motorcycle underneath trucks.

Add in a trick-based boost system, plus several multi-player game types, and you have all the ingredients for a

full-featured arcade motorcycle racer. It's slated for a May release, so we won't have to wait long to see how the recipe turned out. Grab that helmet and get ready to burn some rubber. **RANDY NELSON**



▲ The cops will be hot on your tail, so using traffic to elude them will be crucial.

## THE BUZZ

Acclaim has delivered some solid arcade racers, so we have high expectations...



GAME INFO | PUB CAPCOM | DEV SUNSOFT | TYPE HORROR | MAX PLAYERS ONE | ESRB RATING MATURE



▲ Unless you're really good at sneaking around (try Walking, not Running), you can expect to be chased for a good amount of the game.

## Take A Bow

The only weapon in the game is a magical crossbow that must be used to beat down serial killers during boss fights. Until then, you've only got Holy Water to slow them down until you can find a good hiding place.



○ ▲ What's stronger? A Magic Crossbow or Holy Water?

◀ Sometimes flight is the better part of valor... Run like hell, Alyssa!

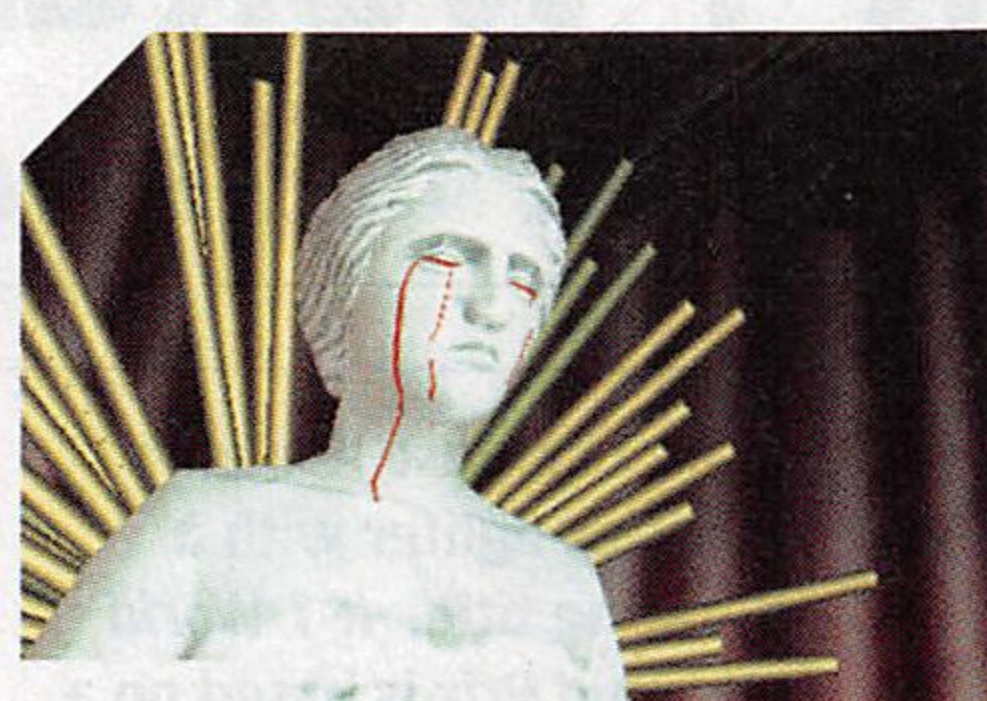
# CLOCK TOWER 3

*Step aside Scissorman, there's a new killer in town*

**W**ith Capcom at *Clock Tower's* helm for the first time (a responsibility taken over from ASCII), longtime

series' fans worried that emphasis would be taken away from *CT's* trademark brainy, point 'n' click horror and placed on perhaps *Resident Evil*-style action. Fans should rest easy knowing that Capcom has struck a nice balance between the two.

Recently, we were able to get our hands on a playable version of *CT3*. Players assume the role of Alyssa Hamilton, a young English schoolgirl who discovers that she's in danger after reading a letter sent by her mom. She returns to her stately



▲ *Clock Tower 3* has some rather disturbing content that's thankfully remained intact for its U.S. release.

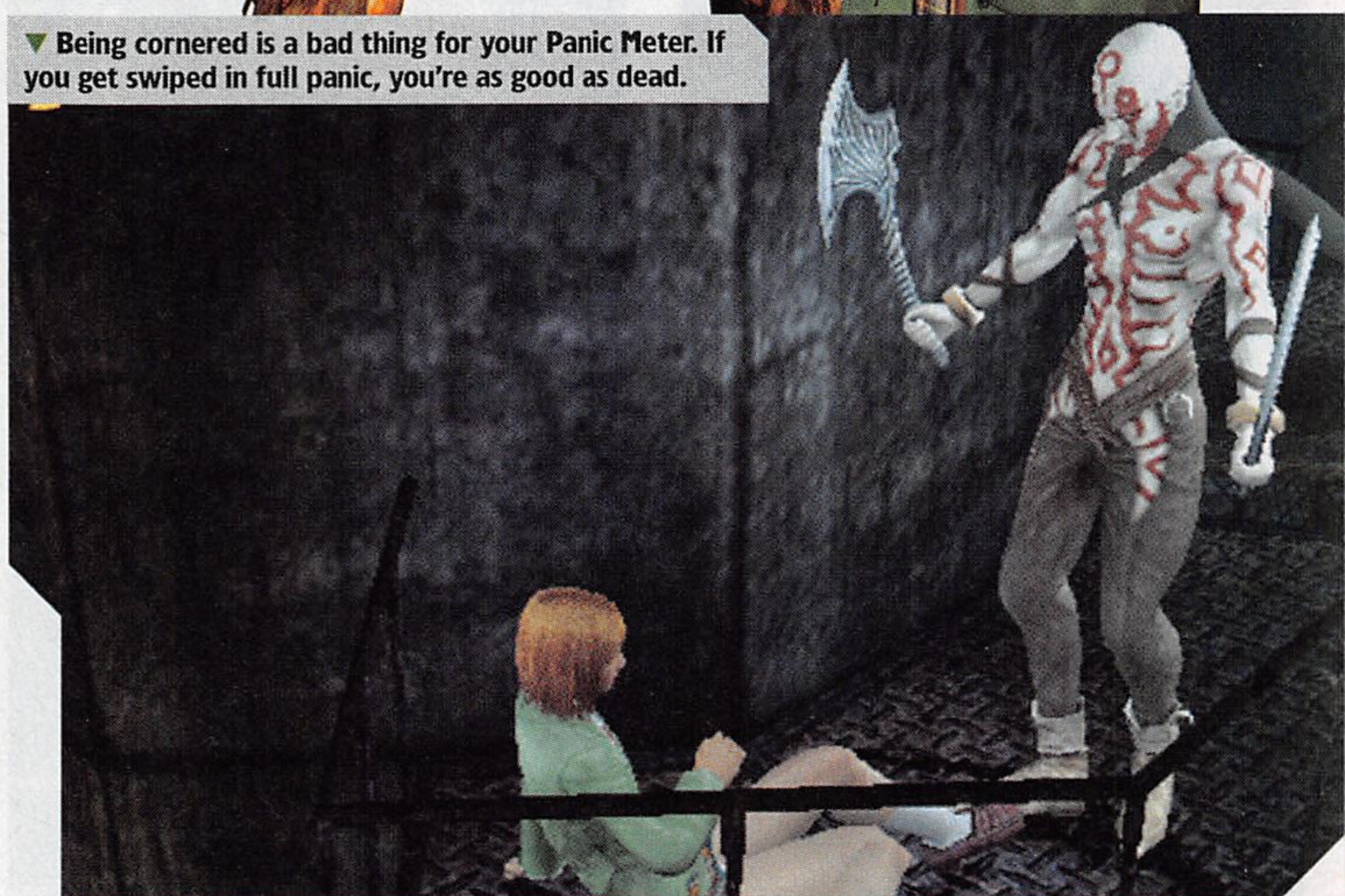
## THE BUZZ

*Clock Tower 3* looks to raise the bar in the survival horror genre. Run away, run away!

mansion-sized home to find her mother missing and a host of weirdness left in her place. While searching for her mom, she stumbles across a time game that transports her another era to confront one of a string of grisly unsolved murders and the murderer behind them.

With no real weapons (aside from a refillable supply of Holy Water) to defend herself with, Alyssa must, instead, flee confrontations and find smart places to hide in order to keep the newly implemented Panic Meter in

▼ Being cornered is a bad thing for your Panic Meter. If you get swiped in full panic, you're as good as dead.

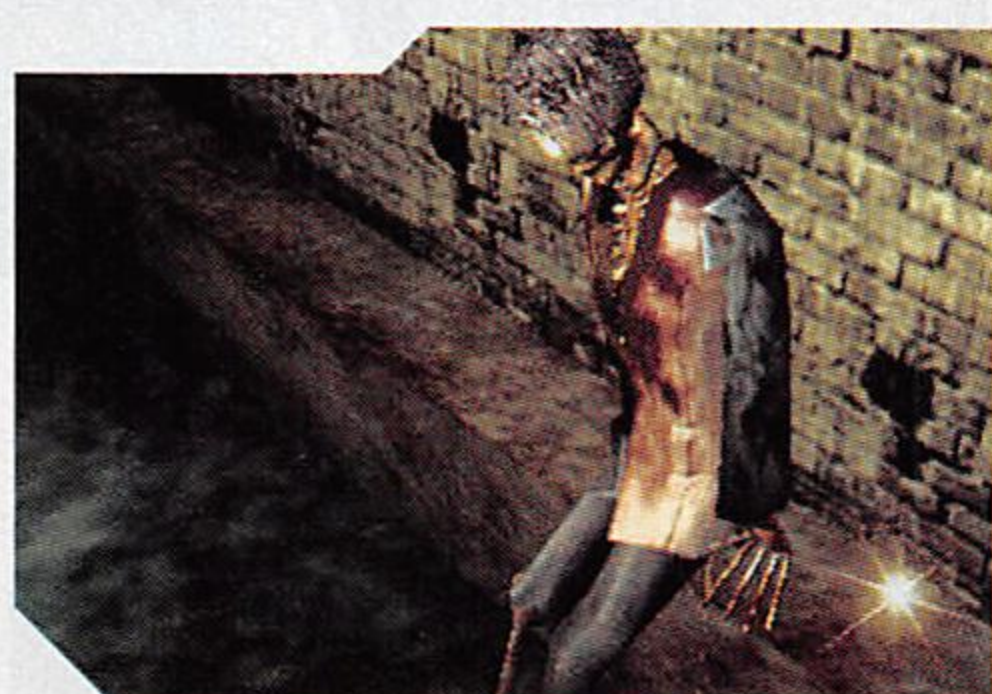


check. If it hits max, she literally freaks out, making it difficult to control her actions, thus making her a sitting duck. You can lessen her panic by hiding in a safe spot.

And while you're dodging attacks, you'll also be able to solve the mystery behind each victim's death. Some random specters simply want to be reunited with a special object, while others need you to battle it out

with their killer in a boss battle. This is the only time you'll have a real weapon, in the form of a crossbow.

The end result thus far is a frenzied dash between horror and adventure, usually with a serial killer nipping at your schoolgirl heels all the way. Frightening stuff. With the game launching this Spring, it looks as if we're in for a survival horror windfall very soon. **FRANCESCA REYES**



▲ Sometimes you can return lost items to wandering ghosts in order to let them rest and retrieve special goodies.



# MEGA MAN X7

*Mega Man makes his next-generation debut in a big way*

**M**ega Man X7 marks the Blue Bomber's fifteen-year anniversary, and after having sold over seventeen million

Mega Man titles over a decade and a half, Capcom has decided it's time for his debut on the PlayStation 2. Mega Man, Zero, Dr. Wily and a newcomer referred to only as "a mysterious character" will be

► *Mega Man* is back, with some old friends!

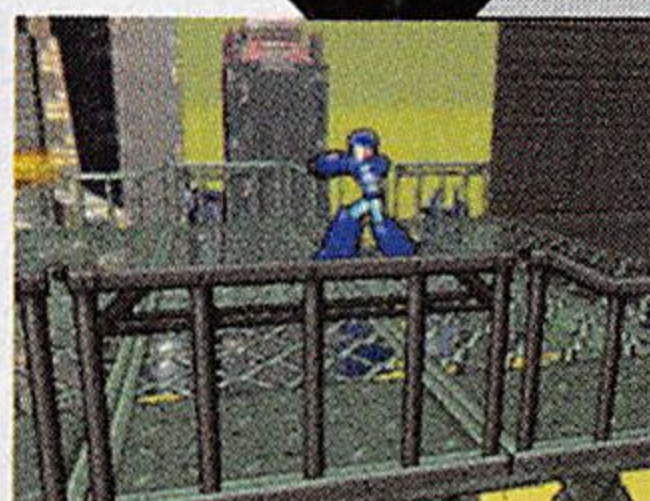


rendered in a completely three-dimensional environment. To avoid problems that have plagued other side-scrolling platformers that jumped to 3D, Capcom has declared that Mega Man will possess a target lock on, as well as the ability to aim at specific weak spots within the title's screen-filling bosses.

To keep the title true to the classic series on the Nintendo Entertainment System that made Mega Man a star, X7 will combine two-dimensional and three-dimensional gameplay, a sort of cross between *Mega Man* and

*Maximo*. But Capcom is hard at work to evade accusations of a mere cosmetic overhaul into the world of cel-shading, and has promised a new feature called Scramble Change which allows players to instantly switch between Mega Man and his

GAME INFO PUB/DEV CAPCOM | TYPE PLATFORM | MAX PLAYERS ONE | ESRB RATING PENDING



▲ While the game is very much 3D, a lot of the play mechanics still feel like old-school 2D, which should make old-school fans happy.



▲ Like the past few titles, you'll be able to switch between characters. In this game, though, you can do it on the fly.



▲ Some of the old favorites return along with some new bad guys. However, all of the game characters get that unique cel-shaded treatment.

Thanks to an improved targeting system, Mega Man won't have any problems taking down multiple opponents.



robotic pals. The Scramble Change can be used to avoid danger, employ new weapons and tactics, and even perform a multi-character combo attack. DOUG TRUEMAN/STEPHEN FROST

## THE BUZZ

Some believe *Mega Man* ran out of steam years ago. Can the PS2 give it new life?



▲ With such a mixture of martial arts forms to choose from, *K-1 World Grand Prix* should provide plenty of depth for fighting fans.



▲ Looking at the body icon, next to the power bars, reveals where your opponent is most damaged and vulnerable.



▲ Not only do the rings and fighters look extremely accurate, you can notice the little details, like flying sweat and saliva.

GAME INFO PUB/DEV KONAMI | REL DATE SUMMER | TYPE FIGHTING | MAX PLAYERS TWO | ESRB RATING PENDING

# K-1 WORLD GRAND PRIX

*Let's get it on!*

**D**on't confuse Konami's latest fighter with a racing title. *K-1 World Grand Prix* is based on a mixed martial arts

competition that's sweeping through Japan like a roundhouse kick. Fans of fighting games have been able to import the *K-1* series for the past few years, but as Pay Per View events like the Ultimate Fighting Championship have gained in popularity, Konami has decided there's a strong enough fan base in North America for a realistic depiction of reality combat. *K-1* features fighters from Karate, Kickboxing, Tae Kwon Do and Kung Fu, but not Jiu-Jitsu or Wrestling, so fans of submission grappling should look elsewhere.

*K-1* features over twenty fighters from the mixed martial arts world, all of whom were individually motion captured to lend authenticity to their PS2 counterparts. Cut kicks, uppercuts, and spinning backfists are

eerily real, and landing a devastating combo on an opponent will have players cringing. A unique damage system separates players' health from energy, resulting in longer and more strategic fights than previous games of this genre. DOUG TRUEMAN



▲ Just like in wrestling, all of the combatants get their own intro sequences and music. The fighting isn't scripted, though...

## THE BUZZ

No fancy fireballs or tornado kicks here... just clean, brutal brawling.

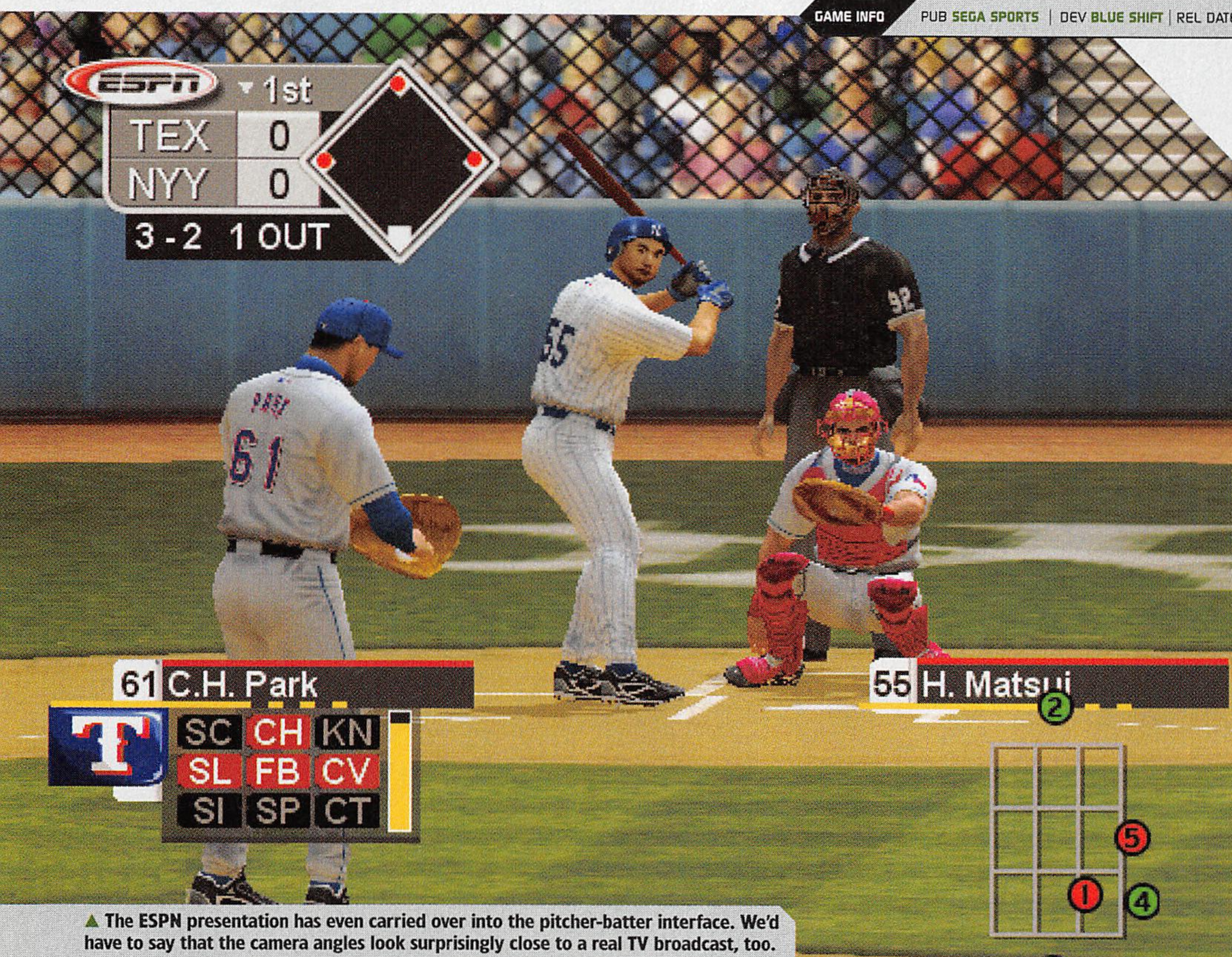






GAME INFO

PUB SEGA SPORTS | DEV BLUE SHIFT | REL DATE SPRING | MAX PLAYERS TWO | ESRB RATING EVERYONE



▲ The ESPN presentation has even carried over into the pitcher-batter interface. We'd have to say that the camera angles look surprisingly close to a real TV broadcast, too.

# WORLD SERIES BASEBALL 2K3

*Sega's slugger makes its PS2 debut*

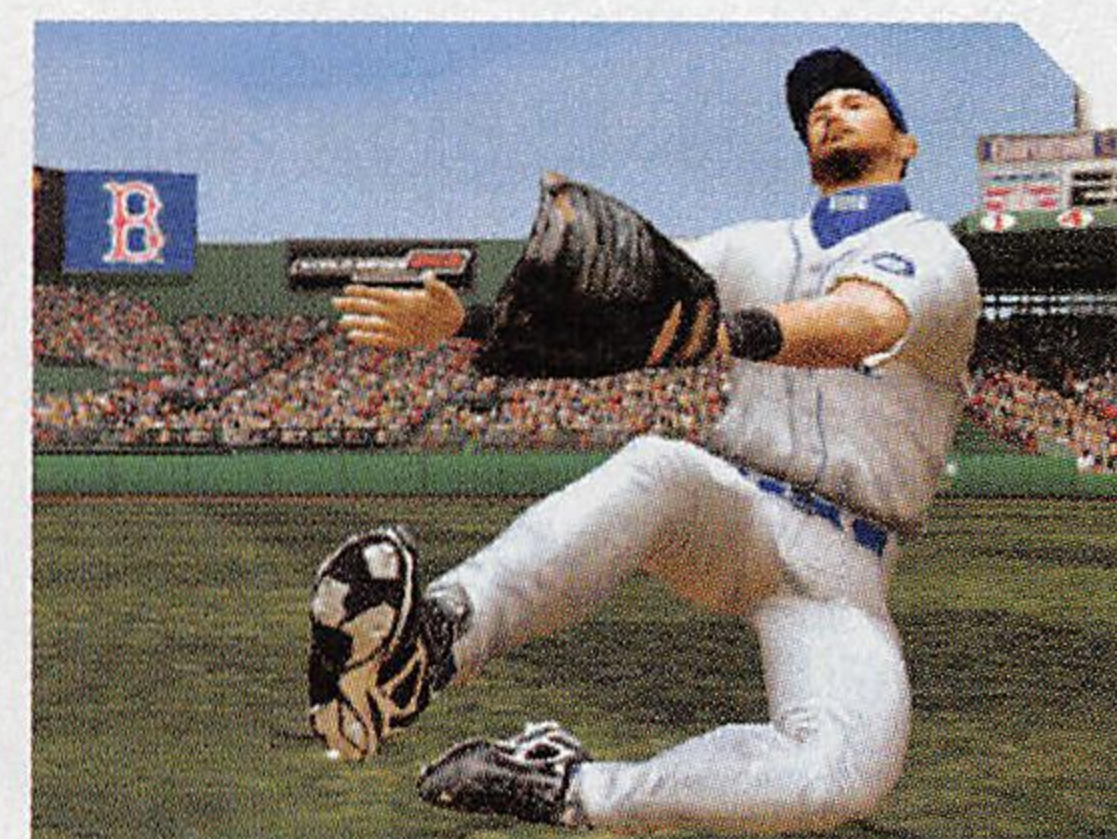
**H**aving just delivered another pair of excellent football and basketball titles, Sega Sports is finally ready to enter the PS2 baseball pennant race with *World Series Baseball 2K3*. If you don't remember last season's game, don't worry—it was only available on Xbox, but PS2's 2K3 edition is being built on its basic framework.

In addition to tweaking the basic gameplay, Sega is focusing heavily on expanding last year's already robust franchise mode through the addition of numerous team management tools. If you've ever wanted to step into the shoes of a major league manager and take your team to the World Series, it likely won't get more in-depth than this. Visuals are also receiving a facelift:

more than 600 new player animations have been motion captured, and the game's stadiums (including the new Great American Ballpark in Cincinnati) have been rebuilt from the ground up. Commentary in the game will be handled by New York Mets play-by-play man Ted Robinson and Anaheim Angels color man Rex Hudler. Players will also be able to



▲ When the Yankees' Jason Giambi hits one out of the park, it'll look like Jason Giambi hitting one out of the park.



▲ In this shot, you can see the substantial amount of detail going into the player models, especially the faces.

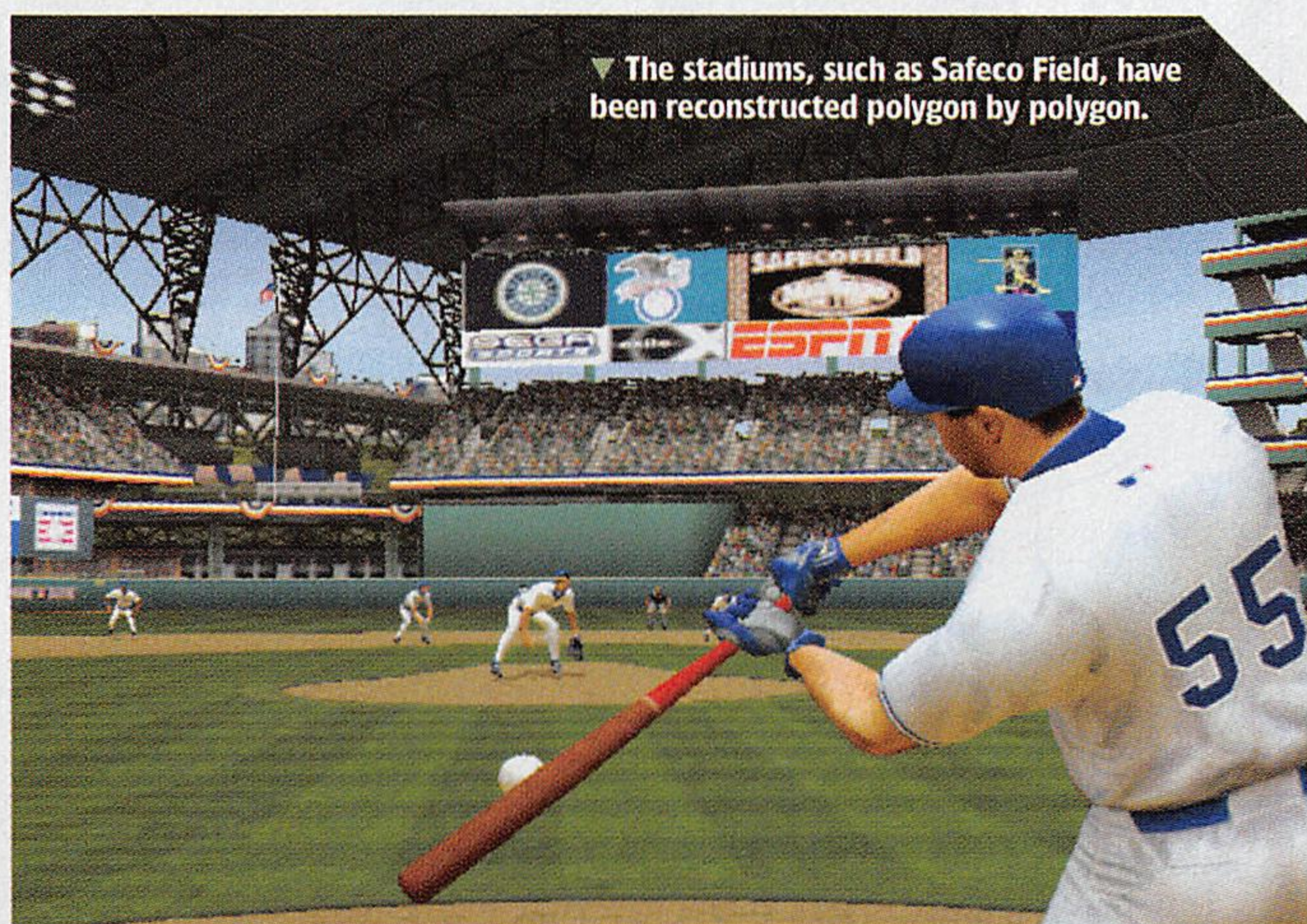
compete in the officially licensed Big League Challenge at Cashman Field to see who's the most prolific power slugger in all of baseball. If classic players and venues are your thing, the game's designers have reworked its Cooperstown Collection figures for more accuracy, including the likes of Reggie Jackson and Bob Gibson. Famous stadiums such as Forbes Field, Crosley Field, and the Polo Grounds have also been added.

*WSB 2K3* aims to be the most realistic recreation of the sport yet. We'll find out if it hits a homer or simply fouls out next issue.

RANDY NELSON

## THE BUZZ

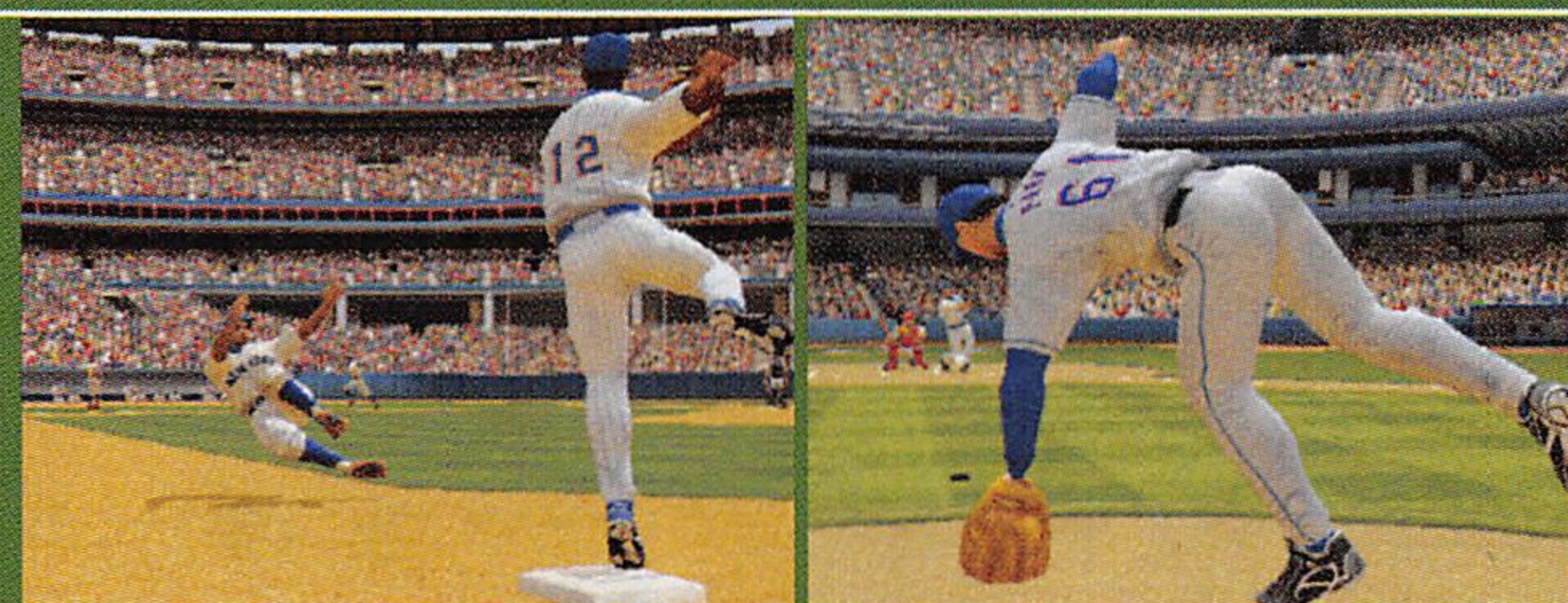
*WSB 2K3* hopes to stand out with its in-depth franchise mode and classic players.



▼ The stadiums, such as Safeco Field, have been reconstructed polygon by polygon.

## Big Plays

Exciting plays, such as 6-4-3 double, are faithfully recreated in the game, thanks to more than 600 new motion-captured animations and enhanced, "learning" CPU player AI.



▲ The jumping throws and realistic diving catches look remarkably fluid, and really help to bump up realism. Fluid animation and dynamic camera angles help, too.





## CIVILIZATION IS ONLY SKIN DEEP.™

The battle to save the outside world starts within. As Jen Tate, a conflicted and unsuspecting hero, you'll assume a host of savage yet intelligent demon forms in order to save four distant realms – from decaying kingdoms submerged in poisoned waters to bleak netherworlds shrouded in eternal winter. You'll engage legions of enemies. Meet and, at times, be incarnated as Scree, an ancient and powerful ally. And ultimately face your own shocking secret. Inside and out, there is no sanctuary.



# PRIMAL™



Blood  
Violence

PlayStation 2



LIVE IN YOUR WORLD.  
PLAY IN OURS.™

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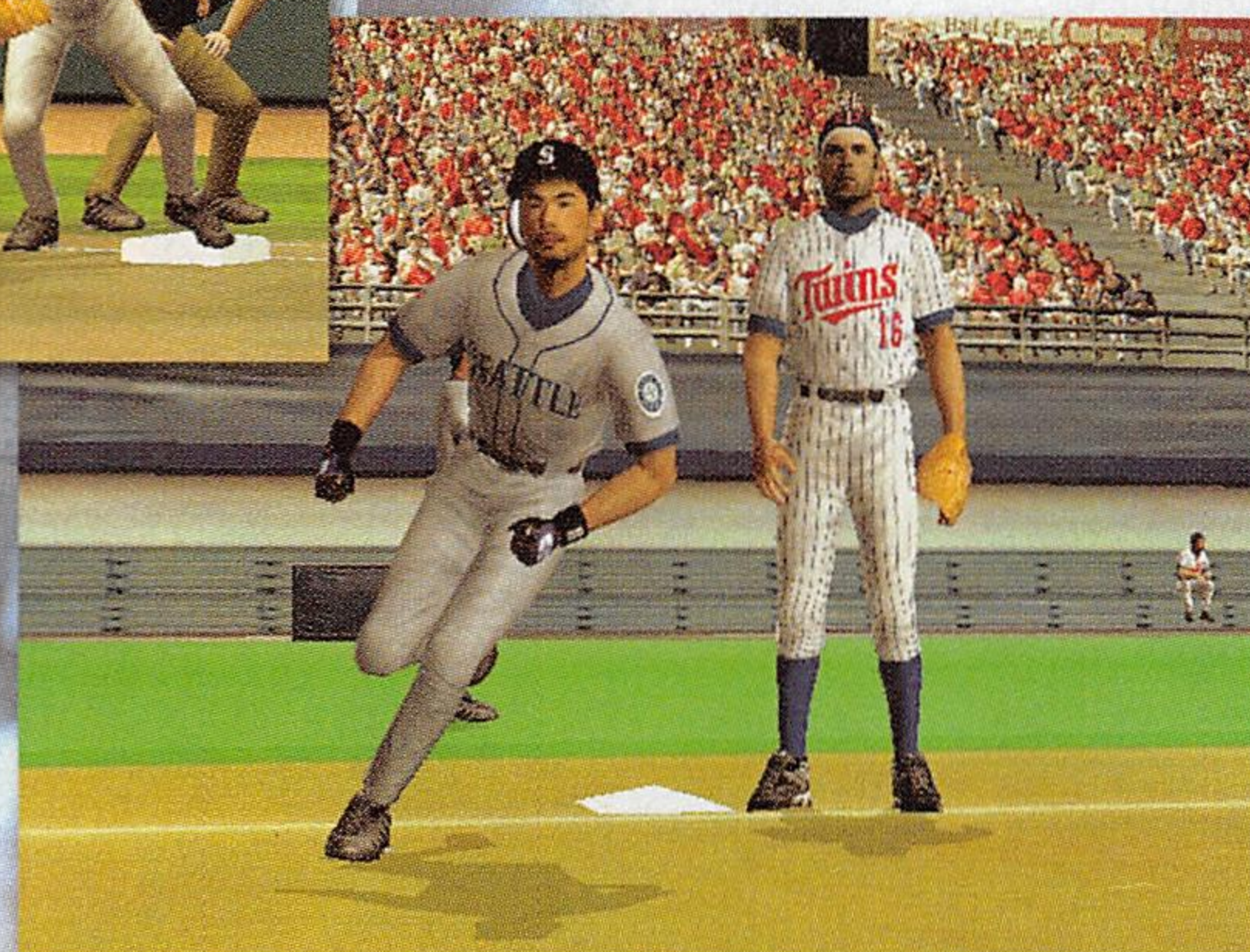
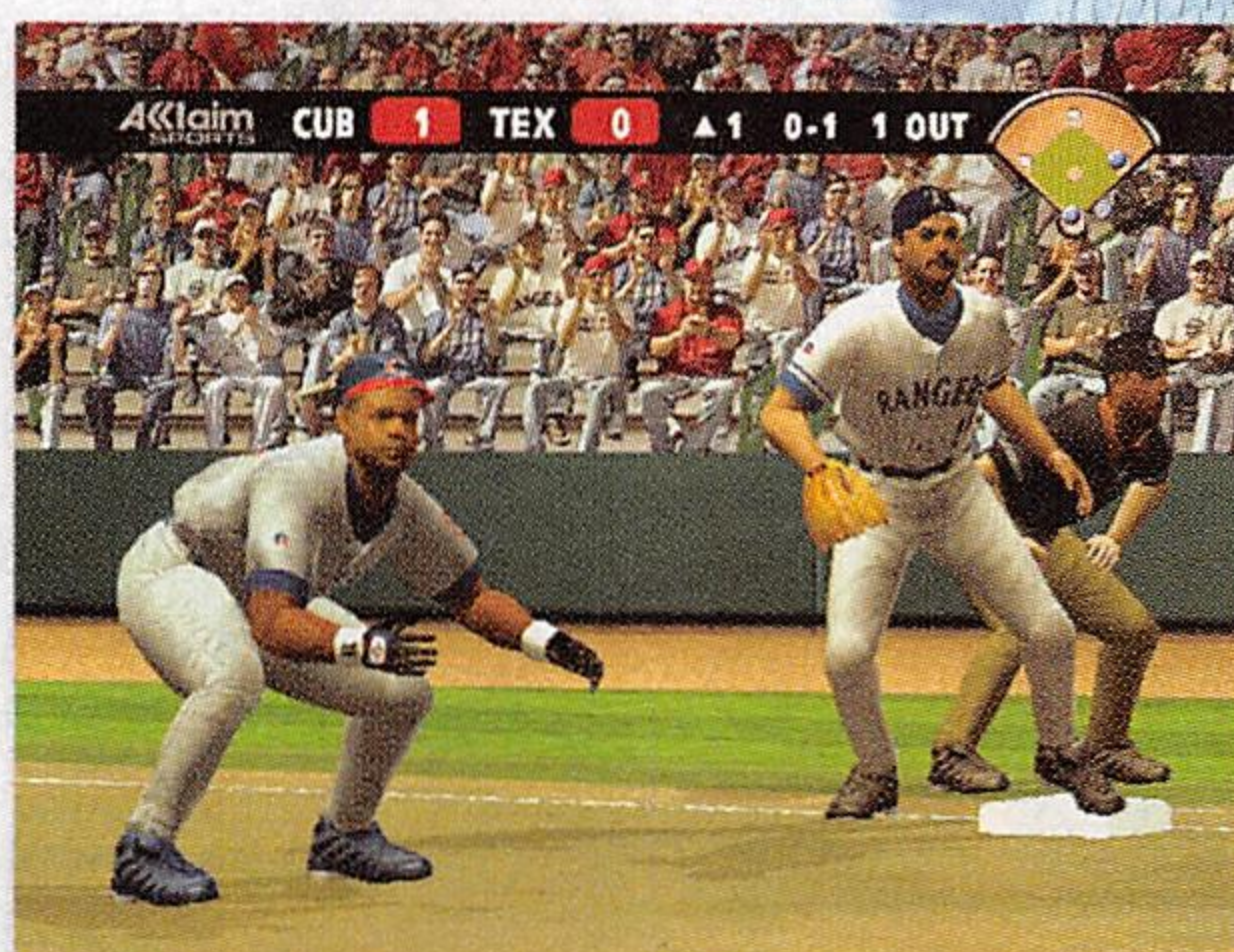
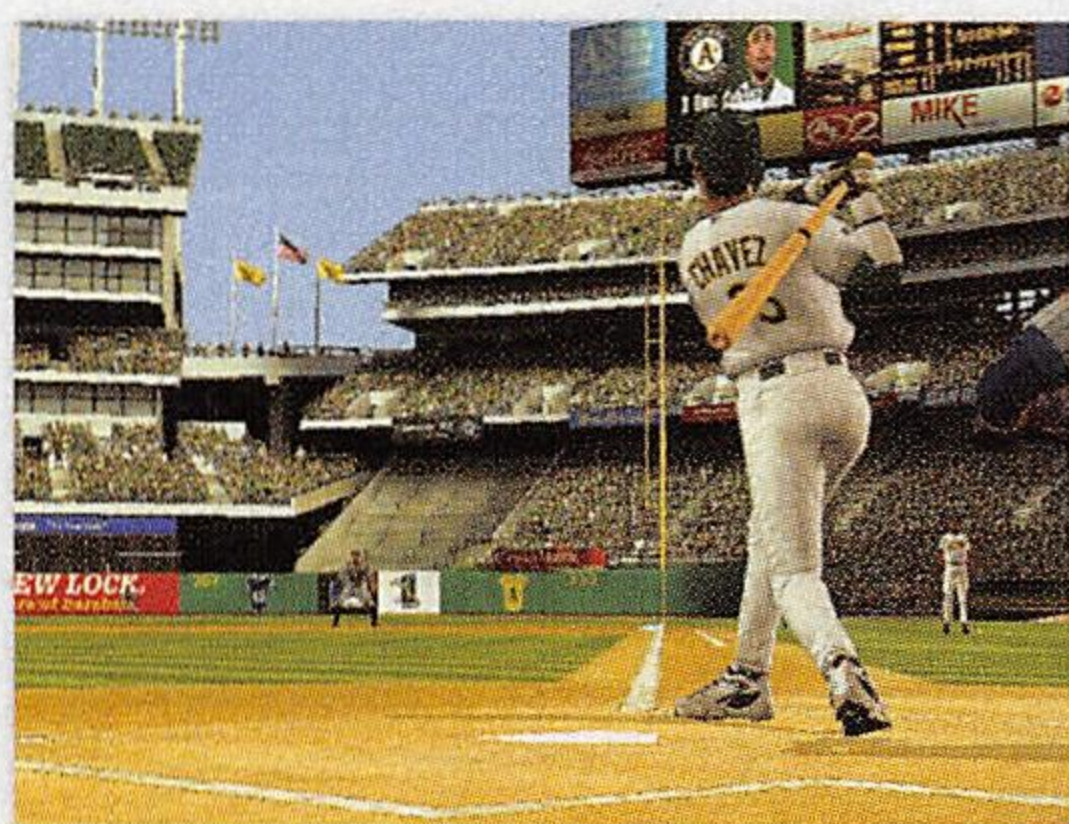
# ALL-STAR BASEBALL™ 2004

Featuring Derek Jeter

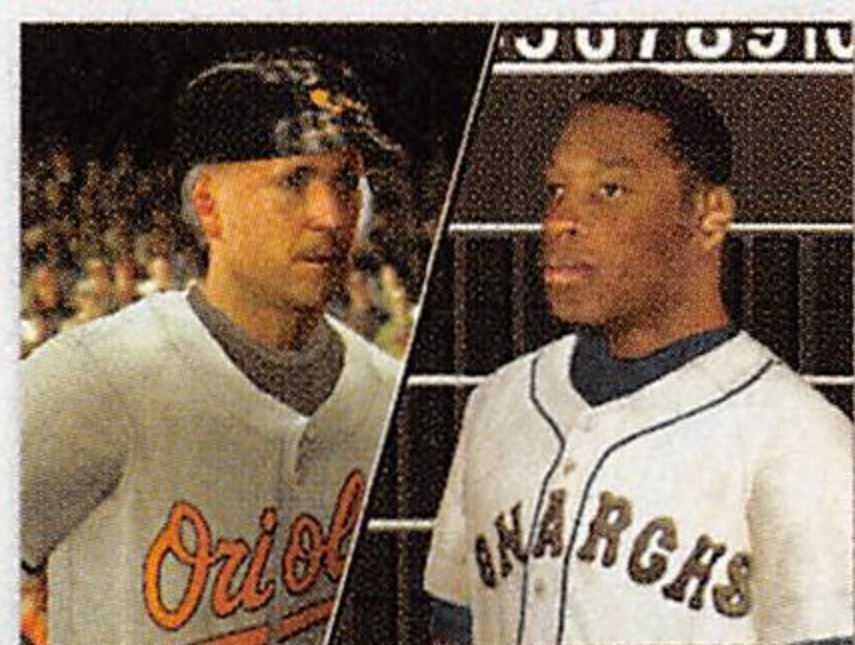
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PlayStation®2



GAME BOY ADVANCE

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# E ME

## **ALL-STAR BASEBALL 2004 FEATURING DEREK JETER**



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© 2001 Nintendo. ® Officially Licensed by the Negro Leagues Baseball Museum, Inc., Kansas City, MO. Screens shown were taken from the Xbox version of the video game. \*Based on total franchise sales from TRSTS





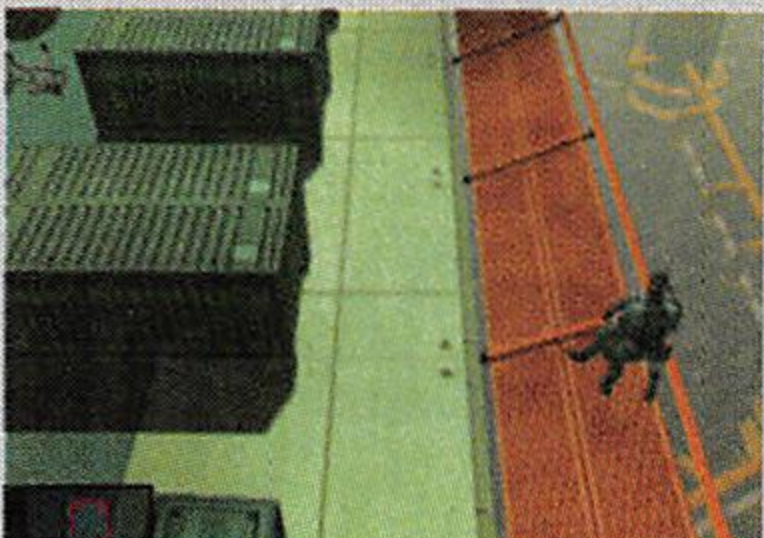
## STRATEGY

82 Def Jam VENDETTA

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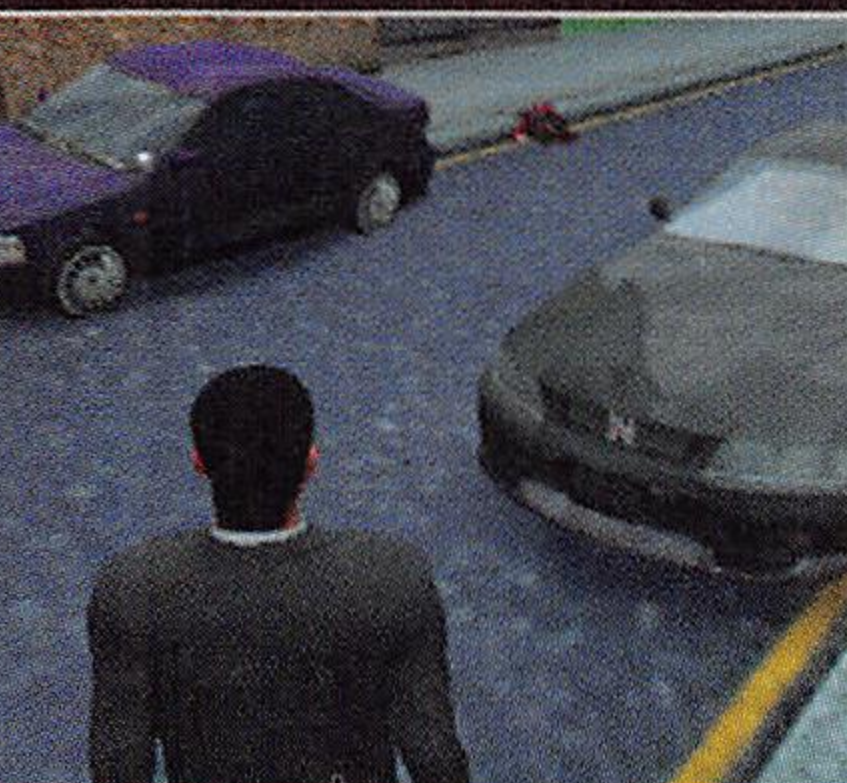
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Stealth Kills!  
Tenchu 3, p. 90



Here Comes 5-0!  
The Getaway, p. 90



# DEF JAM VENDETTA

Tips and  
combos for  
every fighter!

## Common Combos

Here are some moves you can rely upon no matter which fighter you're using.

### Souled Out

Irish Whip Grapple (X), (O) + D-pad toward ropes, (X) + Ground Strike (O)

### Come Get Sum

Irish Whip (X), (O) + D-pad toward ropes) + Hard Strike (O) + Running Ground Strike (O)

### Let's Bounce

Irish Whip (X), (O) + D-pad toward ropes) + Dodge (L) + Soft Strike (O)

### Street Hustlin'

Irish Whip (X), (O) + D-pad toward ropes) + Dodge (L) + Grapple (X)

### Body Count

Throw out of ring (A) + Top Rope Strike (O) (Holding) + D-pad towards turnbuckle + release (O)

### Crash 'N' Bang

Irish Whip (X), (O) + D-pad towards turnbuckle) + Soft Corner Grapple (X)

### Mic Wreckin'

Throw out of ring (A) + Running Tope (O) + D-pad towards ropes (allow for bounce off ropes) + (X) Near opposite ropes)

### Cash Money

Irish Whip (X), (O) + D-pad toward ropes) + Running Strike (O)

### Ghetto Thuggin'

Irish Whip (X), (O) + D-pad toward ropes) + Running Grapple (X)

## STORY MODE CHARACTERS



▲ Briggs is a well-rounded fighter, great for a beginner. Plus, he looks like Guile.

### BRIGGS

Your basic street fighter, Briggs uses a mixture of martial arts and no-nonsense brawling. He excels at power slams and submission moves.

Beginning Skills: No huge strengths or major, glaring

weaknesses—he's nicely balanced across the board

### Briggs Level 1

#### Dishonorable Discharge

Hard Strike (O) + move toward opponent + Hard Grapple (X) + → or (X) + ← + Head Submission (X)

#### War Cry

Soft Grapple (O) + Leg Submission (X)

#### Friendly Fire

Running Combo Strike (O) + (X), (O) + (X) + Ground Strike (O)

### Briggs Level 2

#### Dishonorable Discharge

Hard Strike (O) + move toward opponent + Hard Grapple (X) + → or (X) + ← + Head Submission (X)

### War Cry

Soft Grapple (O) + Leg Submission (X)

### Show of Force

Soft Corner Grapple (X) + Ground Strike (O) + Ground Strike (O)

### Briggs Level 3

#### Dishonorable Discharge

Hard Strike (O) + move toward opponent + Hard Grapple (X) + → or (X) + ← + Head Submission (X)

#### Show of Force

Soft Corner Grapple + Ground Strike (O) + Ground Strike (O)

#### Friendly Fire

Close Soft Strike (move toward opponent) + Close Soft Strike + Hard Grapple (X) + → or (X) + ←



◀ Proof's defense isn't so hot, but he compensates with speed, agility, and charisma.

### PROOF

Proof boasts a variety of crowd pleasing, high-flying moves, and uses his quickness

to whittle away at his opponent's health. His flashy moves help build momentum quickly, giving him the opportunity to pull off a special move and earn the KO.

Beginning Skills: Quick and agile, with high charisma, but suspect defense

## Tough Tips

Fighting strategies from Producer Josh Holmes and the EA Canada team

### Bounce back hard

If you get knocked down, perform a rising attack by holding the (R) button to remain in a crouch, and then (O) to strike.

### Create a weakness

If the opponent you are fighting seems too well rounded and difficult to beat, concentrate on performing submission moves on one part of his or her body. Then focus on exploiting their new handicap. It's a smart move.

### Third-degree burning

If you're blazin', but your opponent still has lots of health, perform strong grapple moves instead of your special. You'll deal big damage, and your momentum meter will return to 3/4 full.

### Around the world

When the screen tells you to "press any button", move the analog stick in circles instead—it's faster.

### The flow goes in reverse

The more momentum and health an opponent has, the more likely he is to perform a reversal. Sometimes it's better to back off than to risk a grapple and have it reversed.

### Mix those trix

Performing the same move repeatedly not only decreases the amount of momentum you receive for each successive attack, but also increases the chance of your opponent reversing your move.

### Familiar stories

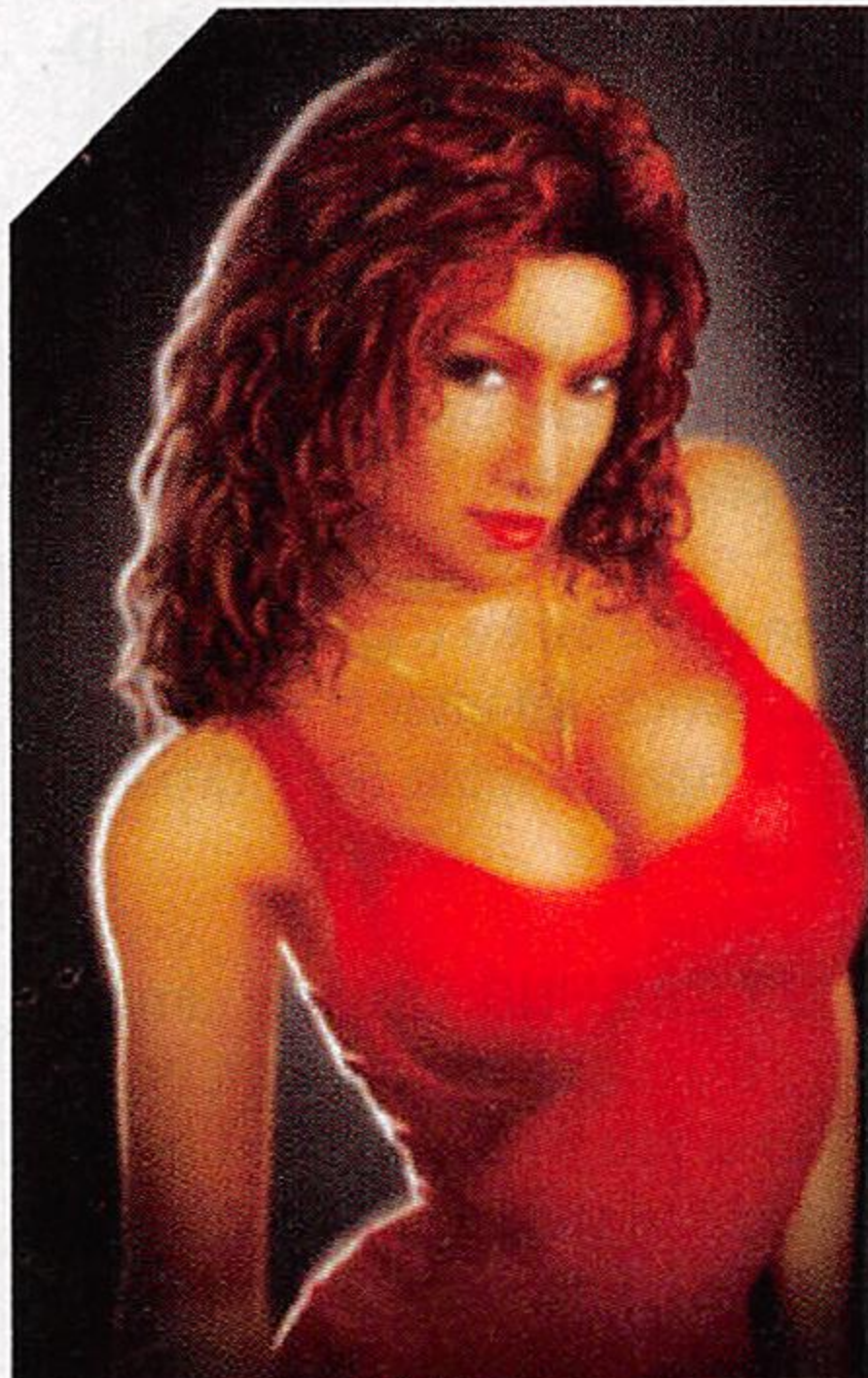
When fighting tag teams in Story Mode, remember that the wrestlers you've fought earlier are easier to beat than their new partners.

### Reverse to the rear

Rear grapples are easier to reverse than any other type of grapple. This goes for both offense and defense.



<< WHEN YOUR OPPONENT STARTS BLAZIN',  
IT'S TOTALLY UNCOOL TO JUST RUN AWAY.  
BE A MAN AND STAND UP TO THEM >>



### Vicious Vixens: Carla

Primary Strengths: Speed, Stamina,  
Charisma  
Submission Weakness: Head

#### Golddigger

Combo Strike (Ⓢ+ⓧ) + Running  
Combo Strike (Ⓢ+ⓧ) + Ground Strike  
Ⓢ

#### Kiss & Tell

Close Soft Strike Ⓢ+move toward  
opponent + Close Soft Strike Ⓢ+move  
toward opponent + Soft Grapple ⓧ+↑

#### Coochie Pressin'

Hard Grapple ⓧ + Head Submission ⓧ

### Vicious Vixens: Deja

Primary Strengths: Speed, Charisma  
Submission Weakness: Head

#### Eye Candy

Distance Soft strike (move toward opponent)  
+ Light Irish Whip Grapple (ⓧ, Ⓢ+D-pad  
toward ropes, ⓧ+move toward opponent)  
+ Head Submission ⓧ

#### Saucy

Light Grapple ⓧ + Ground Strike Ⓢ + Leg  
Submission ⓧ

#### Coochie Coo

Hard Grapple Ⓢ+↓ + Top Rope Strike (Ⓢ  
(Holding)+D-pad towards turnbuckle,  
release Ⓢ)



#### Proof Level 1

##### Set Trippin'

Running Strike Ⓢ+→ + Soft Grapple Ⓢ+← or  
Ⓢ+→ + Head Submission ⓧ

##### Proven Worth

Hard Grapple ⓧ+↑ + Head Submission ⓧ

##### Catwalk

Soft Grapple Ⓢ + Ground Strike Ⓢ

#### Proof Level 2

##### Set Trippin'

Running Strike Ⓢ+→ + Soft Grapple Ⓢ+← or  
Ⓢ+→ + Head Submission ⓧ

##### Catwalk

Soft Grapple Ⓢ + Ground Strike Ⓢ

##### Mack Murderer

Hard Strike Ⓢ+→ + Running Strike (Ⓢ+move  
toward opponent) + Top Rope Strike (Ⓢ (Hold) +  
D-pad towards turnbuckle + release Ⓢ)

#### Proof Level 3

##### Set Trippin'

Running Strike Ⓢ+move toward opponent + Soft  
Grapple Ⓢ+← or Ⓢ+→ + Head Submission ⓧ

##### Mack Murderer

Hard Strike Ⓢ(move toward opponent) + Running  
Strike Ⓢ+move toward opponent) + Top Rope  
Strike (Ⓢ (Hold) + D-pad towards turnbuckle +  
release Ⓢ)

##### Bullet Proof

Hard Strike (Ⓢ+move toward opponent) + Soft  
Irish Whip Grapple (ⓧ, Ⓢ+D-pad toward ropes,  
ⓧ+→) + Running Ground Strike Ⓢ



◀ Spider's defense and strong  
reversals enable him to easily  
turn the table on would-be  
attackers.

#### SPIDER

Spider uses a mixture of  
Judo and Muay Thai, with a  
variety of nice throws,  
palm strikes, elbows and  
knees. He has a strong  
chin and uses his skilled  
defense to counter and turn his opponents' moves  
against them.

Beginning Skills: Spider is all  
about the defense.

#### Spider Level 1

##### Widowmaker

Soft Corner Grapple ⓧ +  
Ground Strike Ⓢ + Ground  
Strike Ⓢ

##### Web Spinner

Hard Grapple Ⓢ+↑ + Leg  
Submission ⓧ

##### Shot of Venom

Hard Strike Ⓢ + Hard Irish  
Whip Grapple (ⓧ, Ⓢ+D-pad  
toward ropes, ⓧ+move  
toward opponent)

#### Spider Level 2

##### Widowmaker

Soft Corner Grapple ⓧ + Ground Strike Ⓢ +  
Ground Strike Ⓢ

##### Shot of Venom

Hard Strike Ⓢ + Hard Irish Whip Grapple (ⓧ,  
Ⓢ+D-pad toward ropes, ⓧ+move toward  
opponent)

##### Parole Violation

Combo Strike ⓧ+Ⓢ + Soft Irish Whip Grapple (ⓧ,  
Ⓢ+D-pad toward ropes, ⓧ+move toward  
opponent) + Head Submission ⓧ

#### Spider Level 3

##### Widowmaker

Soft Corner Grapple ⓧ + Ground Strike Ⓢ +  
Ground Strike Ⓢ

##### Parole Violation

Combo Strike ⓧ+Ⓢ + Soft Irish Whip Grapple (ⓧ,  
Ⓢ+D-pad toward ropes, ⓧ+move toward  
opponent) + Head Submission ⓧ

##### Puerto Rican Pride

Close Soft Strike (Ⓢ+move toward opponent) +  
Hard Strike (Ⓢ+move toward opponent) + Hard  
Grapple Ⓢ



◀ Tank lacks the speed and agility of  
other fighters, but when his attacks  
connect, they bring big time pain.

#### TANK

A brawler who excels at heavy  
attacks and power moves, Tank  
also inflicts tons of damage  
when diving off the turnbuckle.

Beginning Skills: High power,  
high stamina, inflicts lots of  
heavy damage

#### Tank Level 1

##### Kamikaze

Strike getting Up (Hold Ⓢ+Ⓢ) + Hard Irish Whip  
Grapple (ⓧ, Ⓢ+D-pad toward ropes, ⓧ) + Hard  
Grapple Ⓢ

##### Tokyo Torture

Hard Grapple (ⓧ+↑) + Leg Submission ⓧ

##### Eastern Edge

Soft Grapple ⓧ + Ground Strike Ⓢ

#### Tank Level 2

##### Kamikaze

Strike getting Up (Hold Ⓢ+Ⓢ) + Hard Irish Whip  
Grapple (ⓧ, Ⓢ+D-pad toward ropes, ⓧ) + Hard  
Grapple Ⓢ

##### Tokyo Torture

Hard Grapple (ⓧ+↑) + Leg Submission ⓧ

##### Yokohama Shakedown

Hard Strike (Ⓢ+move toward opponent) + Soft  
Grapple (ⓧ+↑) + Ground Strike Ⓢ

#### Tank Level 3

##### Kamikaze

Strike getting Up (Hold Ⓢ+Ⓢ) + Hard Irish Whip  
Grapple (ⓧ, Ⓢ+D-pad toward ropes, ⓧ) + Hard  
Grapple Ⓢ

##### Yokohama Shakedown

Hard Strike (Ⓢ+move toward opponent) + Soft  
Grapple (ⓧ+↑) + Ground Strike Ⓢ

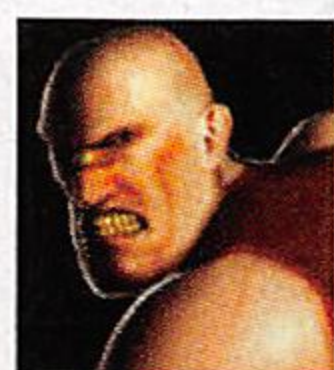
##### Tokyo Tsunami

Combo Strike (Ⓢ+ⓧ) + Hard Grapple ⓧ+← or  
ⓧ+→ + Top Rope Strike (Ⓢ (Hold) + D-pad  
towards turnbuckle, release Ⓢ)



## New characters

These brawlers don't break CD sales records, but they shatter bones and bust heads just fine.



### ARII

Primary Strengths:  
Power, Grappling,  
Defense, Stamina

#### Hammer and Sickle

Close Soft Strike (Ⓢ) + Close Soft Strike (Ⓢ+move toward opponent) + Hard Grapple (Ⓢ) + ↓

#### For Mother Russia

Soft Grapple (Ⓢ) + ↑ + Ground Strike (Ⓢ) + Head Submission (Ⓢ)

#### Drowned in Blood

Soft Grapple (Ⓢ) + Head Submission (Ⓢ)



### CHUKKLES

Primary Strengths:  
Power, Grappling

#### Circus Act

Running Tope (Ⓢ+D-pad towards ropes (allow for bounce off ropes), (Ⓢ) while near opposite ropes) + Hard Rear Grapple (Ⓢ)

#### Carnie Contortion

Hard Strike (Ⓢ) + Combo Strike (Ⓢ+Ⓢ) + Head Submission (Ⓢ)

#### Death Defying

Light Grapple (Ⓢ) + Rear Light Grapple (Ⓢ) + Running Strike (Ⓢ)

COMBAT BRIEFING: Get the crowd on your side, and you'll slap the smile off this clown's face in no time



### CRUZ

Primary Strengths:  
Power, Stamina,  
Grappling

#### Gone Loco

Combo Strike (Ⓢ+Ⓢ) + Hard Strike (Ⓢ) + Hard Grapple (Ⓢ) + ↓

#### Mexican Mayhem

Soft Grapple (Ⓢ) + ↑ + Running Ground Strike (Ⓢ) + Ground Submission

#### Crenshaw Rampage

Close Soft Strike (Ⓢ+move toward

opponent) + Soft Grapple (Ⓢ) + ← or Ⓢ+→ + Hard Strike (Ⓢ+move toward opponent)

COMBAT BRIEFING: Stay on your toes. Keep him away with distance strikes and make like Speedy Gonzalez when he gets close.



### DAN G.

Primary Strengths:  
Speed, Stamina,  
Charisma

#### Breakbeat Beatdown

Distance Light Strike (Ⓢ+move toward opponent) + Hard Strike (Ⓢ+move toward opponent) + Hard Grapple (Ⓢ+move toward opponent)

#### Comin' Correct

Distance Light Strike (Ⓢ) + Hard Strike (Ⓢ) + Hard Grapple (Ⓢ) + ↑

#### Beatboxin'

Running Strike (Ⓢ+move toward opponent) + Rear Hard Grapple (Ⓢ) + Ground Strike (Ⓢ)

COMBAT BRIEFING: Smacking Dan G's glass jaw until it shatters is the key to beating him.



### DRAKE

Primary Strengths:  
Speed  
Submission Weakness:  
Body

#### Ballin' n Shotcallin'

Running Combo Strike (Ⓢ+Ⓢ) + Ground Strike (Ⓢ) + Combo Strike (Ⓢ+Ⓢ)

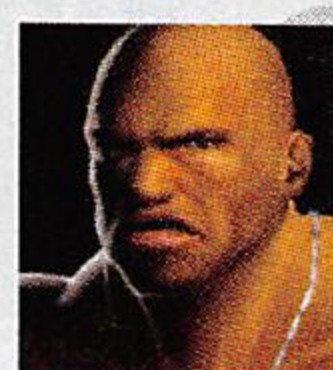
#### I Got Next

Hard Grapple (Ⓢ+↑) + Ground Strike (Ⓢ) + Head Submission (Ⓢ)

#### And One

Hard Strike (Ⓢ+move toward opponent) + Hard Irish Whip Grapple (Ⓢ, Ⓢ+D-pad toward ropes, Ⓢ) + Leg Submission (Ⓢ)

COMBAT BRIEFING: This b-baller is weak against submission moves against the body—maybe you should give him a hug?



### HEADACHE

Primary Strengths:  
Power, Stamina,  
Charisma  
Submission Strength:  
Head

#### Migraine

Rising Strike (Hold Ⓢ+Ⓢ) + Reverse Hard Grapple (Ⓢ+Ⓢ) + Ground Strike (Ⓢ)

#### Bull Charge

Hard Strike (Ⓢ) + Light Corner Grapple (Ⓢ)

#### Brain Trauma

Distance light strike (Ⓢ) + Combo strike (Ⓢ+Ⓢ) + Soft Grapple (Ⓢ) + ↑

COMBAT BRIEFING: Try to outrun him, and if you can get in a grapple without getting your head caught in his hands, it should do some nice damage.



### HOUSE

Primary Strengths:  
Power, Grappling,  
Stamina  
Submission Weakness:  
Body

#### Jacked UP

Hard Strike (Ⓢ) + Hard Strike (Ⓢ+move toward opponent) + Soft Grapple (Ⓢ) + ← or Ⓢ+→

#### Paid In Pain

Close Soft Strike (Ⓢ) + Hard Irish Whip Grapple (Ⓢ, Ⓢ+D-pad toward ropes, Ⓢ) + Head Submission (Ⓢ)

#### Juiced Fury

Combo Strike (Ⓢ+Ⓢ) + Hard Rear Grapple (Ⓢ) + Head Submission (Ⓢ)

COMBAT BRIEFING: Body submissions eat away at House like a bad case of termites.

► Here we see a scene just like a typical day at PSM. Well, except for the pretty girls fighting over us, the crowds cheering, and the neon sign. We do have walls, though.



### ICEBERG

Primary Strengths:  
Power, Stamina

#### Pullin' Tricks

Hard Irish Whip Grapple (Ⓢ, Ⓢ+D-pad toward ropes, Ⓢ) + Head Submission (Ⓢ)

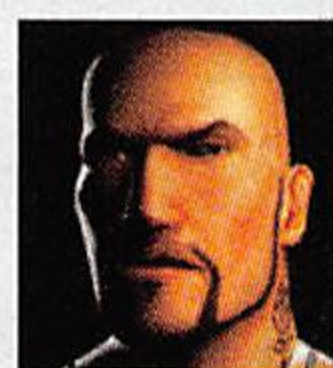
#### Around The World

Running Strike (Ⓢ) (running toward opponent) + Hard Grapple (Ⓢ+move toward opponent)

#### Jimmy Hat

Reverse Rope Strike ((Ⓢ+D-pad towards ropes, Ⓢ) after bouncing off ropes) + Hard Grapple (Ⓢ) + Ground Strike (Ⓢ)

COMBAT BRIEFING: Like any pimp, Iceberg loves to show off—but he won't love you smacking him upside the head and stealing his momentum every time he does it.



### MANNY

Primary Strengths:  
Power, Speed,  
Grappling, Stamina  
Submission Weakness:  
Arm

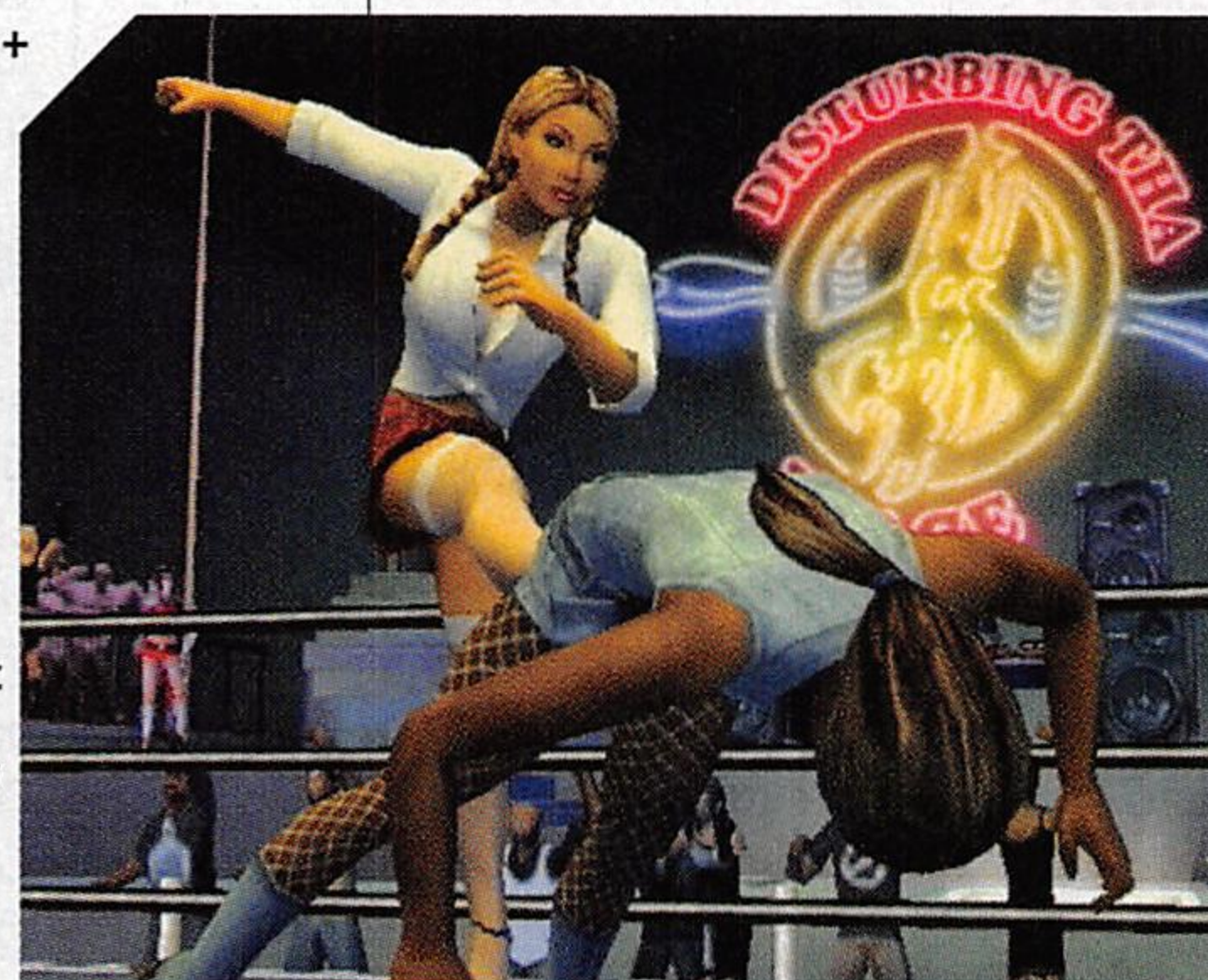
#### Switchblade

Running Combo Strike (Ⓢ+Ⓢ) + Hard Rear Grapple (Ⓢ)

#### Drop A Dime

Soft Front Grapple (Ⓢ) + ← or Ⓢ+→ + Ground Strike (Ⓢ) + Head Submission (Ⓢ)

#### Backstabber



## Def Jammin' from Japan

Here are some more fighting tips straight from Director Hideyuki Iwashita and his staff at AKI

### STRIKE HARD

It's critical that you not only know what sort of strong strike your character has, but are also aware of both its attacking range and how vulnerable you will be after executing it. If you can discern your opponent's strong strike range as well, you should be able to control the match with ease.

### KNOW YOUR ENEMY

Each fighter represents a different mix of skills and attributes. Some are quick, some are powerful, some have great charisma, some are strong defensively and others have great stamina. Learn which fighters boast

which attributes, and apply that knowledge of their strengths and weaknesses to your fighting technique.

### IT TAKES TWO

When you think nobody can defeat you in the Single match, try playing a Tag match with a good friend. There are many additional moves you can do in tag match, such as holding an opponent in a full nelson for your partner to attack, getting an opponent on your shoulders to let your partner perform a diving attack, using the Irish whip to initiate team-up moves, etc. Instead of just taking turns fighting one at a time, work together to find cool team moves.

### FIGHT FAIRLY, AND WIN BEAUTIFULLY

Simply fighting for survival is not the best way to enjoy the game. Pulling off cool moves is more important

than winning the fight. Cheap wins don't count. When your opponent starts blazin', it's totally un-cool to just run away. Be a man, and stand up to them. Find spectacular combinations that show off, and make a presentation for your undeniable skills. Even if you do lose, make sure you compliment the winner. Then, say, 'I will let you go for today. But don't forget!'

### IT'S A GAME, SO ENJOY

Even if you lose the match, don't get mad or take it too seriously. This is just part of the game, and it is important that you have fun playing above all else. We hope everyone will have a fun experience playing *Def Jam VENDETTA!*



Soft Grapple (Ⓢ + ↑) + Ground Strike  
Ⓢ + Head Submission Ⓢ

COMBAT BRIEFING: You shouldn't be pounding on your boy like that, but if you have to, work that arm.



#### MASA

Primary Strengths:  
Grappling, Defense  
Submission Strengths:  
Head, Leg

#### Snake Bite

Running Strike Ⓢ + Head Submission  
Ⓢ

#### Dragon's Breath

Close Soft Strike Ⓢ + Soft Grapple  
(Ⓢ + ↓) + Head Submission Ⓢ

#### Kobe Crippler

Close Soft Strike (Ⓢ + move toward  
opponent) + Hard Strike Ⓢ + Hard  
Grapple (Ⓢ + ↓)

COMBAT BRIEFING: Keep out of  
reach and win the crowd if you wanna  
leave the ring alive against Masa.



#### MOSES

Primary Strengths:  
Power, Defense,  
Charisma

#### New Revelation

Combo Strike (Ⓢ + Ⓢ) + Hard  
Grapple (Ⓢ + ↓)

#### Soul Cleansing

Hard Strike (Ⓢ + move toward  
opponent) + Hard Strike (Ⓢ + move  
toward opponent) + Hard grapple  
(Ⓢ + ↑)

#### Sunday Sermon

Close Lt. Strike (Ⓢ + move toward  
opponent) + Hard Rear Grapple Ⓢ +  
Head Submission Ⓢ

COMBAT BRIEFING: Time has slowed  
Reverend Moses down. Hit him with  
quick strikes and he'll be the one  
praying for mercy.



#### NYNE

Primary Strengths:  
Power, Grappling,  
Stamina

#### Driveby

Hard Strike Ⓢ + Rear Light Grapple  
Ⓢ + Running Strike Ⓢ

#### Representin' Cali

Combo Strike (Ⓢ + Ⓢ) + Combo  
Strike (Ⓢ + Ⓢ) + Hard Grapple Ⓢ

#### Perpetratin' Running

Combo Strike (Ⓢ + Ⓢ) + Hard  
Grapple (Ⓢ + ↑) + Leg Submission Ⓢ

COMBAT BRIEFING: Nyne will try to  
keep his distance, so get close and  
punish him if you want to win.



#### PEEWEE

Primary Strength:  
Power  
Submission Weakness:  
Body

#### Juiced UP

Hard Strike Ⓢ + Soft Corner Grapple  
Ⓢ + Ground Strike Ⓢ

#### Wreckin' Ball

Top Rope Strike (Ⓢ (Hold) + D-pad  
towards turnbuckle + release Ⓢ) +  
Ground Strike Ⓢ + Leg Submission  
Ⓢ

#### Gotham Jackhammer

Hard Grapple (Ⓢ + ↑) + Head  
Submission Ⓢ

COMBAT BRIEFING: Pee Wee is  
sloooooow. Run circles around him and  
work the body when it gets close up  
and the match is yours.



#### POCKETS

Primary Strengths:  
Speed, Defense,  
Charisma

#### Sticky Fingers

Hard Strike (Ⓢ + move toward  
opponent) + Soft Grapple (Ⓢ + ↓) +  
Head Submission Ⓢ

#### Easy Money

Hard Grapple Ⓢ + Running Ground  
Strike Ⓢ + Ground Strike Ⓢ

#### Dirty Deed

Distance Soft strike Ⓢ + Hard  
Grapple Ⓢ + ← or Ⓢ + → + Leg  
Submission Ⓢ

COMBAT BRIEFING: Pockets is fast,  
but neither strong nor well-condi-  
tioned. Some strategic grappling  
should help you outlast his defense,  
enabling you to do real damage.



#### RAZOR

Primary Strengths:  
Power, Speed, Stamina

#### Standing 8 Count

Close Soft Strike + Close Soft Strike  
(→) + Combo Strike Ⓢ + Ⓢ

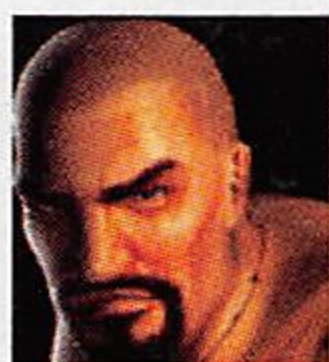
#### TKO

Hard Strike (Ⓢ + move toward  
opponent) + Hard Strike Ⓢ + Soft  
Grapple Ⓢ

#### Body Knockout

Distance Soft Strike + Running Strike  
Ⓢ + Hard Grapple Ⓢ

COMBAT BRIEFING: Razor knows his  
way around a boxing ring. But boxers  
don't grapple well, do they? Use this  
knowledge to cut him up.



#### RUFFNECK

Primary Strengths:  
Grappling, Stamina

#### Double-Barrel Action

Hard Strike Ⓢ + Soft Grapple Ⓢ +  
Head Submission Ⓢ

#### Locked 'N' Loaded

Running Combo Strike (Ⓢ + Ⓢ) +  
Ground Strike Ⓢ

#### Hillbilly Holla

Hard Strike (Ⓢ + move toward  
opponent) + Soft Corner Grapple Ⓢ +  
Ground Strike Ⓢ

COMBAT BRIEFING: The crowd has  
no love for Ruffneck, so taking him on  
early should get the crowd on your  
side and a win under your belt.



#### SKETCH

Primary Strengths:  
Power, Speed, Stamina

#### Mind of a Madman

Hard Strike Ⓢ + Hard Corner Grapple  
Ⓢ + Ground Strike Ⓢ

#### Black Magic

Hard Rear Grapple Ⓢ + Head  
Submission Ⓢ

#### Schitzo-Fenzia

Running Strike Ⓢ + Ground Strike Ⓢ  
+ Hard Strike (Ⓢ + move toward  
opponent)

Combat Briefing: Prey on his poor  
defense and get the crowd on your  
side, and this voodoo man's magic will  
run out.



#### SNOWMAN

Primary Strengths:  
Power, Grappling,  
Defense, Stamina

#### White Out

Hard Grapple (Ⓢ + ↑) + Running  
Ground Strike Ⓢ + Hard Grapple  
Ⓢ + ↓

#### Hired Fists

Soft Grapple (Ⓢ + ↓) + Leg  
Submission Ⓢ

#### Reel To Reel

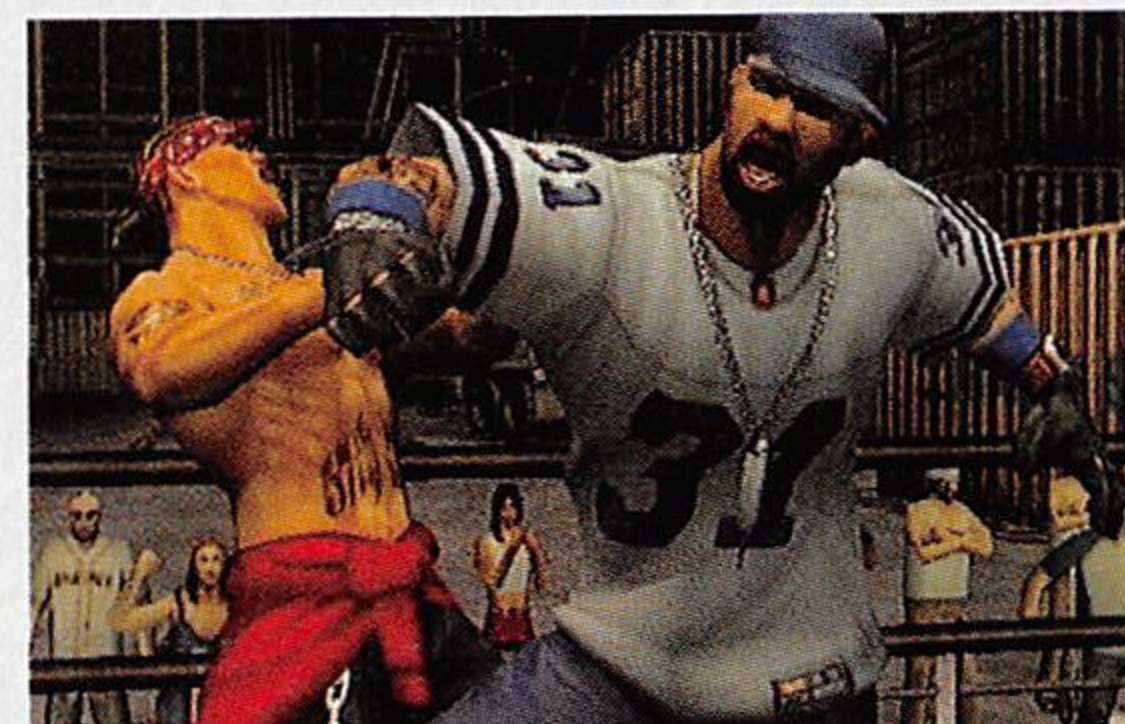
Combo Strike (Ⓢ + Ⓢ) + Running  
Combo Strike (Ⓢ + Ⓢ) + Soft Rear  
Grapple Ⓢ

COMBAT BRIEFING: As with Masa and  
Ruffneck, if the crowd's attitude  
toward Snowman chills, you may be  
able to melt him down.



#### STEEL

Primary Strengths:  
Power, Grappling,  
Stamina  
Submission Weakness:  
Head



▲ The created characters aren't always as  
challenging as the artists (like Method Man,  
shown here) but they can still bust you up.

#### Blast Furnace Mashin'

Combo Strike (Ⓢ + Ⓢ) + Hard Strike  
Ⓢ + Hard Grapple Ⓢ + ↑

#### Steel Stunna

Hard Rear Grapple Ⓢ + Ground  
Strike Ⓢ + Ground Strike Ⓢ

#### Razor Sharp

Hard Grapple (Ⓢ + ↑) + Head  
Submission Ⓢ

COMBAT BRIEFING: Steel is very  
powerful, but not fast. Focus upon  
quickness, and you'll leave a few  
dents.



#### ZAHEER

Primary Strengths:  
Power, Grappling,  
Stamina  
Submission Strength:  
Body

#### Black Power

Combo Strike (Ⓢ + Ⓢ) + Running  
Combo Strike (Ⓢ + Ⓢ) + Ground  
Strike Ⓢ

#### Closed Fist Salute

Hard Strike (Ⓢ + move toward  
opponent) + Soft Grapple Ⓢ + → or  
Ⓢ + ← + Ground Strike Ⓢ

#### For My People

Hard Grapple (Ⓢ + ↑) + Top Rope  
Strike (Ⓢ (Holding) + D-pad towards  
turnbuckle + release Ⓢ) + Hard  
Grapple (Ⓢ + ↑)

COMBAT BRIEFING: Zaheer is good at  
working the body. Think about  
keeping out of his reach and using  
running strikes and distance moves.

## Vicious Vixens: Opal

Primary Strengths: Speed, Charisma

#### Big Tease

Hard Strike (Ⓢ + move toward  
opponent) + Soft Grapple Ⓢ + Head  
Submission Ⓢ

#### Stood UP

Soft Grapple (Ⓢ + move toward  
opponent) + Hard Rear Grapple Ⓢ +  
Running Ground Strike Ⓢ

#### Down In Flames

Running Combo Strike Ⓢ + Ⓢ (move  
toward opponent) + Hard Grapple  
(Ⓢ + move toward opponent)





## The Artists

Def Jam's artists are playing a hip-hop symphony of destruction—on your body, foo!



### CAPONE

Primary Strengths: Power, Speed, Stamina, Charisma  
Submission Weakness: Arm

#### Capone Bone

Distance Soft Strike (Ⓢ+move toward opponent) + Hard Strike (Ⓢ+move toward opponent) + Hard Grapple (Ⓢ+← or Ⓢ+→)

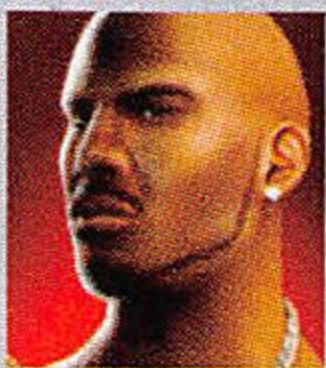
#### Illegal Life

Running Combo Strike (Ⓢ+Ⓢ) + Hard Grapple (Ⓢ+← or Ⓢ+→)

#### Lawlessness

Soft Grapple (Ⓢ+↑) + Hard Grapple (Ⓢ+↓) + Head Submission (Ⓢ)

COMBAT BRIEFING: You wanna get past Capone? Use grapples to break him down while avoiding his lightning fast hands. It wouldn't hurt to torque that arm, either.



### DMX

Primary Strengths: Power, Speed, Defense, Stamina, Charisma  
Submission Strengths: Head, Arm, Leg

#### Junkyard Dog

Soft Rear Grapple (Ⓢ) + Ground Strike (Ⓢ) + Head Submission (Ⓢ)

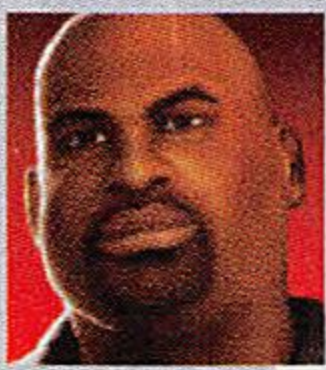
#### What's My Name

Combo Strike (Ⓢ+Ⓢ) + Hard Strike (Ⓢ+move toward opponent) + Hard Grapple (Ⓢ+↓)

#### Dog Bite

Running Combo Strike (Ⓢ+Ⓢ+move toward opponent) + Ground Strike (Ⓢ) + Leg Submission (Ⓢ)

COMBAT BRIEFING: If the Bloodline champ had weaknesses, nobody's lived to tell about it. DMX is one of the toughest dogs in Def Jam. Luckily, by the time you meet him, you should have high stats and a few favorite combos. Use them wisely.



### FUNKMASTER FLEX

Primary Strengths: Power, Grappling, Defense, Stamina, Charisma

#### Flexin' Muscle

Hard Strike (Ⓢ) + Close Soft Strike (Ⓢ) + Soft Grapple (Ⓢ)

#### Chillout Session

Soft Corner Grapple (Ⓢ) + Ground Strike (Ⓢ) + Combo Strike (Ⓢ+Ⓢ)

#### Ill Bombs

Hard Irish Whip Grapple (Ⓢ), Ⓢ+D-pad toward ropes, Ⓢ) + Hard Strike (Ⓢ) + Soft Grapple (Ⓢ)

COMBAT BRIEFING: Like DMX and D-Mob, this def DJ is one well-rounded fighter. Grind away at the limb of your choice, and stick to your favorite tactics to bring him down.



### GHOSTFACE KILLAH

Primary Strengths: Power, Speed, Defense, Strength, Charisma

#### Untouchable

Combo Strike (Ⓢ+Ⓢ) + Hard Grapple (Ⓢ+→ or Ⓢ+←) + Head Submission (Ⓢ)

#### Stone Cold Killah

Strike getting up (hold Ⓢ+Ⓢ) + Running Strike (Ⓢ) + Ground Strike (Ⓢ)

#### Soul Controller

Distance Soft Strike (Ⓢ+move toward opponent) + Soft Irish Whip Grapple (Ⓢ, Ⓢ+D-pad toward ropes, Ⓢ+move toward opponent) + Leg Submission (Ⓢ)

COMBAT BRIEFING: GFK may have the face of a ghost, but his body is all too human. Beat some pain into his midsection, and you can bring him down.



### JOE BUDDEN

Primary Strengths: Power, Speed

#### Focus

Close Soft Strike (Ⓢ+move toward opponent) + Hard Rear Grapple (Ⓢ) + Running Ground Strike (Ⓢ)

#### Off The Chain

Soft Grapple (Ⓢ) + Leg Submission (Ⓢ)

#### Stone Crazy

Combo Strike (Ⓢ+Ⓢ) + Running Combo Strike (Ⓢ+Ⓢ) + Leg Submission (Ⓢ)

COMBAT BRIEFING: Joe has both power and speed, but if you can outlast him, especially by grappling and exploiting his average defense, you can beat him down.



### KEITH MURRAY

Primary Strengths: Speed, Grappling, Stamina, Charisma

#### Street Life

Soft Grapple (Ⓢ+↓) + Top Rope Strike (Ⓢ (Hold) + D-pad towards turnbuckle + release Ⓢ)

#### Makin' Change

Running Strike (Ⓢ+move toward opponent) + Hard Grapple (Ⓢ+↓) + Leg Submission (Ⓢ)

#### Flossin' Beatdown

Close Light Strike (Ⓢ) + Hard Rear Grapple (Ⓢ) + Head Submission (Ⓢ)

COMBAT BRIEFING: Keith simply owns the crowd, but his attention to defense isn't as solid. Expose his D and you got a chance at hittin' it big.



### LUDACRIS

Primary Strengths: Speed, Defense, Stamina, Charisma  
Submission Weakness: Leg

#### Disturbing tha Peace

Hard Grapple (Ⓢ+← or Ⓢ+→) + Head Submission (Ⓢ)

#### Southern Hospitality

Close Soft Strike (Ⓢ+move toward opponent) + Hard Rope Grapple (D-pad towards ropes + Ⓢ) + Leg Submission (Ⓢ)

#### Dirty South Xplosion

Hard Strike (Ⓢ) + Combo Strike (Ⓢ+Ⓢ) + Running Strike (Ⓢ)

COMBAT BRIEFING: Watch out for them 'bows—Ludacris gives tough love to anyone flexing on his turf. Also, wrenching on his leg should slow him down a bit.



### METHOD MAN

Primary Strengths: Power, Grappling, Stamina, Charisma  
Submission Strength: Body

#### Cereal Killer

Close Light Strike (Ⓢ) + Hard Strike (Ⓢ) + Light Grapple (Ⓢ+↓)

#### Run 4 Cover

Hard Grapple (Ⓢ+↓) + Ground Strike (Ⓢ) + Running Combo Strike (Ⓢ+Ⓢ+move toward opponent)

#### Just Clownin'

Light Distance Strike (Ⓢ) + Hard Strike (Ⓢ) + Hard Grapple (Ⓢ+↑)

COMBAT BRIEFING: Method can hurt you plenty, so move around a lot and use close grapples (watching out for his body grapples) to survive.



### N.O.R.E.

Primary Strengths: Power, Stamina, Charisma  
Submission Strength: Head

#### Grimeyville Blitz

Hard Strike (Ⓢ+move toward opponent) + Soft Grapple (Ⓢ+↓) + Ground Strike (Ⓢ)

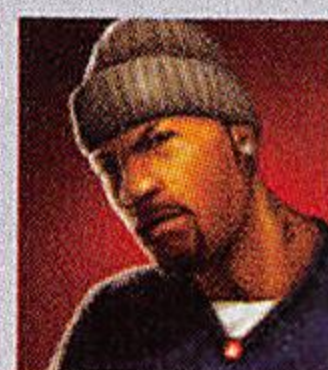
#### Grimey Fightin'

Close Soft Strike (Ⓢ+move toward opponent) + Close Soft Strike (Ⓢ+move toward opponent) + Hard Irish Whip Grapple (Ⓢ, Ⓢ+D-pad toward ropes, Ⓢ)

#### Head Bussa

Strike Getting Up (hold Ⓢ+Ⓢ) + Running Strike (Ⓢ) + Leg Submission (Ⓢ)

COMBAT BRIEFING: N.O.R.E. has hands of stone—respect his punching power and keep your head safe or you'll be down for the count.



### REDMAN

Primary Strengths: Speed, Stamina, Charisma

#### Creepin' Combo

Close Lt Strike (Ⓢ+move toward opponent) + Soft Grapple (Ⓢ+move toward opponent) + Ground Strike (Ⓢ)

#### Watch Yo Nuggets

Strike Getting Up (hold Ⓢ+Ⓢ) + Hard Strike (Ⓢ+Hard Grapple (Ⓢ+↑)

#### Smash Somthin'

Hard Strike (Ⓢ+move toward opponent) + Hard Corner Grapple (Ⓢ) + Head Submission (Ⓢ)

COMBAT BRIEFING: There's a reason why Red and Meth are the team champs...they own opponents. Try and avoid annihilation with close grapples and lots of running.



### SCARFACE

Primary Strengths: Power, Grappling, Charisma  
Submission Weakness: Body

#### Guess Who's Back

Close Soft Strike (Ⓢ+move toward opponent) + Hard Rear Grapple (Ⓢ) + Head Submission (Ⓢ)

#### Diary Of A Madman

Hard Strike (Ⓢ+move toward opponent) + Hard Grapple (Ⓢ+← or Ⓢ+→) + Head Submission (Ⓢ)

#### In My Blood

Running Combo Strike (Ⓢ+Ⓢ) (move toward opponent) + Leg Submission (Ⓢ)

COMBAT BRIEFING: Scarface is a punishing opponent, but if you can outlast him, he'll get tired and you might be able to work the body for a win.



### WC

Primary Strengths: Power, Grappling, Stamina, Charisma  
Submission Weakness: Body

#### Westcoast Ridah

Hard Strike (Ⓢ+move toward opponent) + Hard Grapple (Ⓢ) + Head Submission (Ⓢ)

#### Worldwide Gunnin'

Running Combo Strike (Ⓢ+Ⓢ+move toward opponent) + Hard Grapple (Ⓢ+↓) + Leg Submission (Ⓢ)

#### Highlight Reel

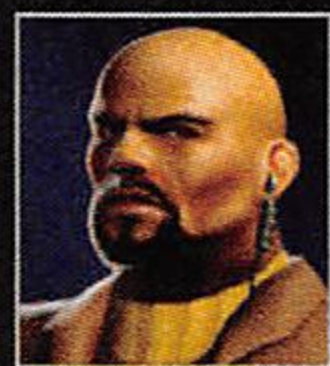
Close Soft Strike (Ⓢ+move toward opponent) + Close Soft Strike (Ⓢ) + Hard Corner Grapple (Ⓢ)

COMBAT BRIEFING: Watch out for WC's strength and attack—speed and distance are the keys to survival, as are grappling his guts here and there.



## The Better Bouncer

When you've completed Story Mode with all four characters, these two Def Jam bouncers will become unlocked. Use them to show your opponents to the door!



### DEEBO

Primary Strengths: Power, Grappling, Stamina, Speed

#### Back Of The Line

Close Lt Strike (Ⓢ+move toward opponent) + Hard Grapple (Ⓢ) + Head Submission (Ⓢ)

#### Kicked Out

Soft Corner Grapple (Ⓢ) + Ground Strike (Ⓢ) + Ground Strike (Ⓢ)

#### Last Call

#### Running Combo Strike

(Ⓢ+Ⓢ+move toward opponent)

+ Hard Grapple (Ⓢ+↑) + Running Ground Strike (Ⓢ)



### OMAR

Primary Strengths: Power, Grappling

#### Crowd Control

Running Combo Strike (Ⓢ+Ⓢ) + Soft Grapple (Ⓢ) + Head Submission (Ⓢ)

#### Guest List

Combo Strike (Ⓢ+Ⓢ) + Close Light Strike (Ⓢ+move toward opponent) + Hard Grapple (Ⓢ+↓)

#### ID Check

Soft Grapple (Ⓢ+↓) + Soft Rear Grapple (Ⓢ) + Leg Submission (Ⓢ)

## Vicious Vixens: Penny



Primary Strengths: Speed, Defense, Charisma

#### Break-Up

Combo Strike (Ⓢ+Ⓢ) + Close Soft Strike (Ⓢ+move toward opponent) + Close Soft Strike (Ⓢ+move toward opponent)

#### On The Rocks

Running Strike (Ⓢ) + Ground Strike (Ⓢ) + Hard Rear Grapple (Ⓢ)

#### Boogie Down

Hard Irish Whip Grapple (Ⓢ), Ⓢ+D-pad toward ropes, Ⓢ+move toward opponent) + Hard Grapple (Ⓢ+move toward opponent) + Head Submission (Ⓢ)

## Vicious Vixens: T'ai

Primary Strengths: Speed  
Submission Weakness: Head

#### Tainted Touch

Close Lt Strike (Ⓢ+move toward opponent) + Lt Grapple (Ⓢ+↓) + Head Submission (Ⓢ)

#### Cat Call

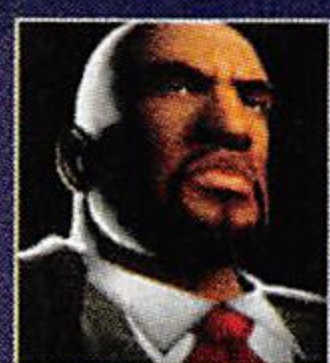
Lt Grapple (Ⓢ+move toward opponent) + Ground Strike (Ⓢ) + Leg Submission (Ⓢ)

#### All That

Hard Grapple (Ⓢ) + Top Rope Strike (Ⓢ (Holding) + D-pad towards turnbuckle + release (Ⓢ))



## Nobody Ever Beats D-Mob



### D-MOB

Primary Strengths: EVERYTHING ...  
D-Mob has the highest Power,

Grappling, Defense, Stamina, and Charisma in the game  
Submission Strengths: Head, Body, Arm, Leg

#### Money & Power

#### Running Combo Strike

(Ⓢ+Ⓢ+move toward opponent) + Soft Grapple (Ⓢ+↑) + Ground Strike (Ⓢ)

#### Believe The Hype

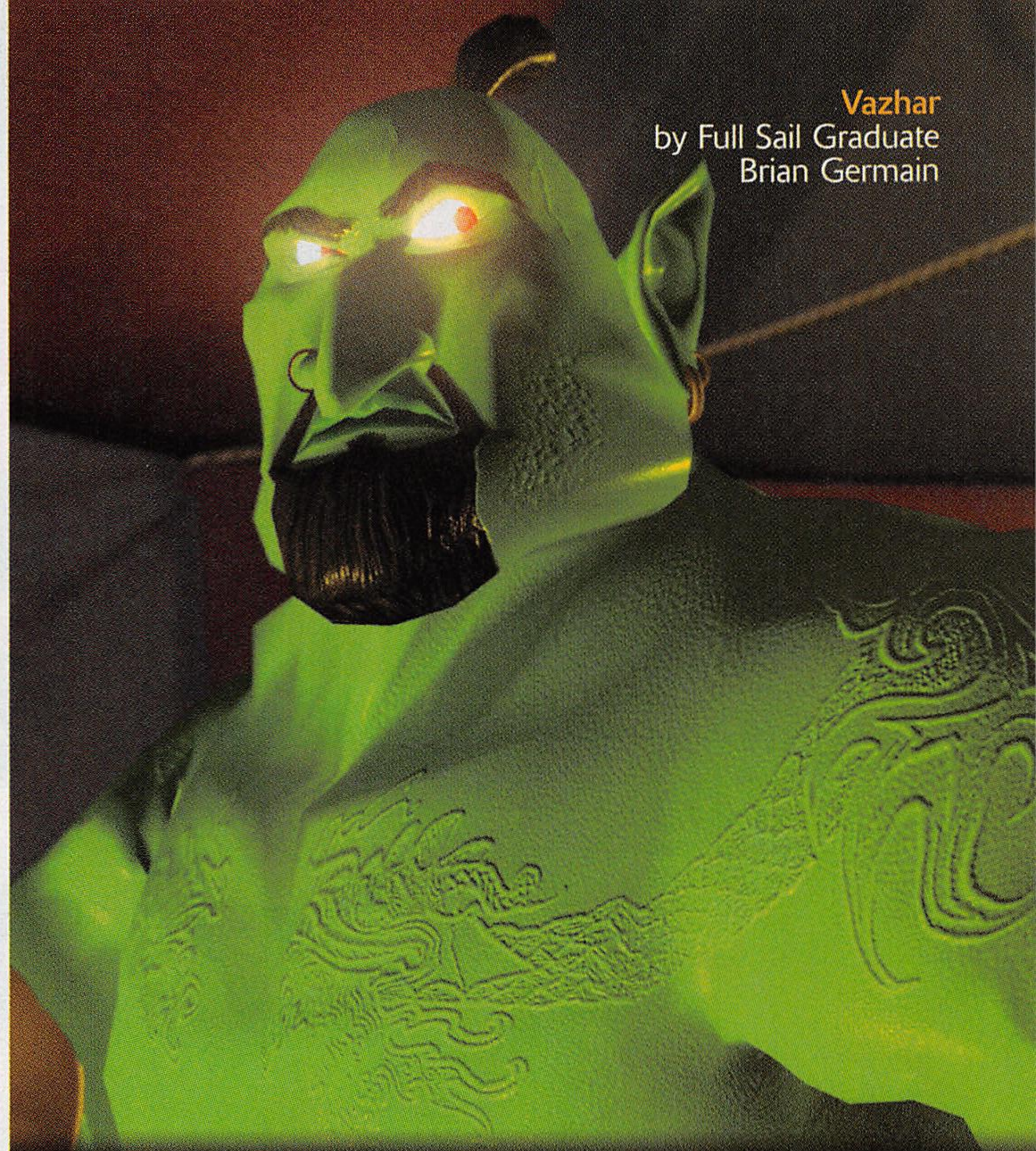
Close Soft Strike (Ⓢ+move

toward opponent) + Combo Strike (Ⓢ+Ⓢ) + Hard Irish Whip Grapple (Ⓢ), Ⓢ+D-pad toward ropes, Ⓢ+move toward opponent)

#### Kingpin Hustle

Hard Grapple (Ⓢ+↓) + Head Submission (Ⓢ)

COMBAT BRIEFING: The big man has no weaknesses, so your only hope is to create one. Work a specific body part, and utilize every attack in your arsenal to knock him out or make him submit (trust us—don't bother trying to pin him).



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CAPCOM







▲ Ninja magic can't always protect you from fire-breathing enemies, but a patient, careful strategy usually can.

# TENCHU: WRATH OF HEAVEN

*Here's how to bring down the evil Tenrai and restore honor to feudal Japan.*



◀◀ Three different characters means three different styles of play!

## The Heroic Trio

Though Rikimaru, Ayame and Tesshu have all been trained in the art of ninjitsu, there are a few subtle differences between them. Rikimaru is your standard fighter: well balanced, and good with a sword.

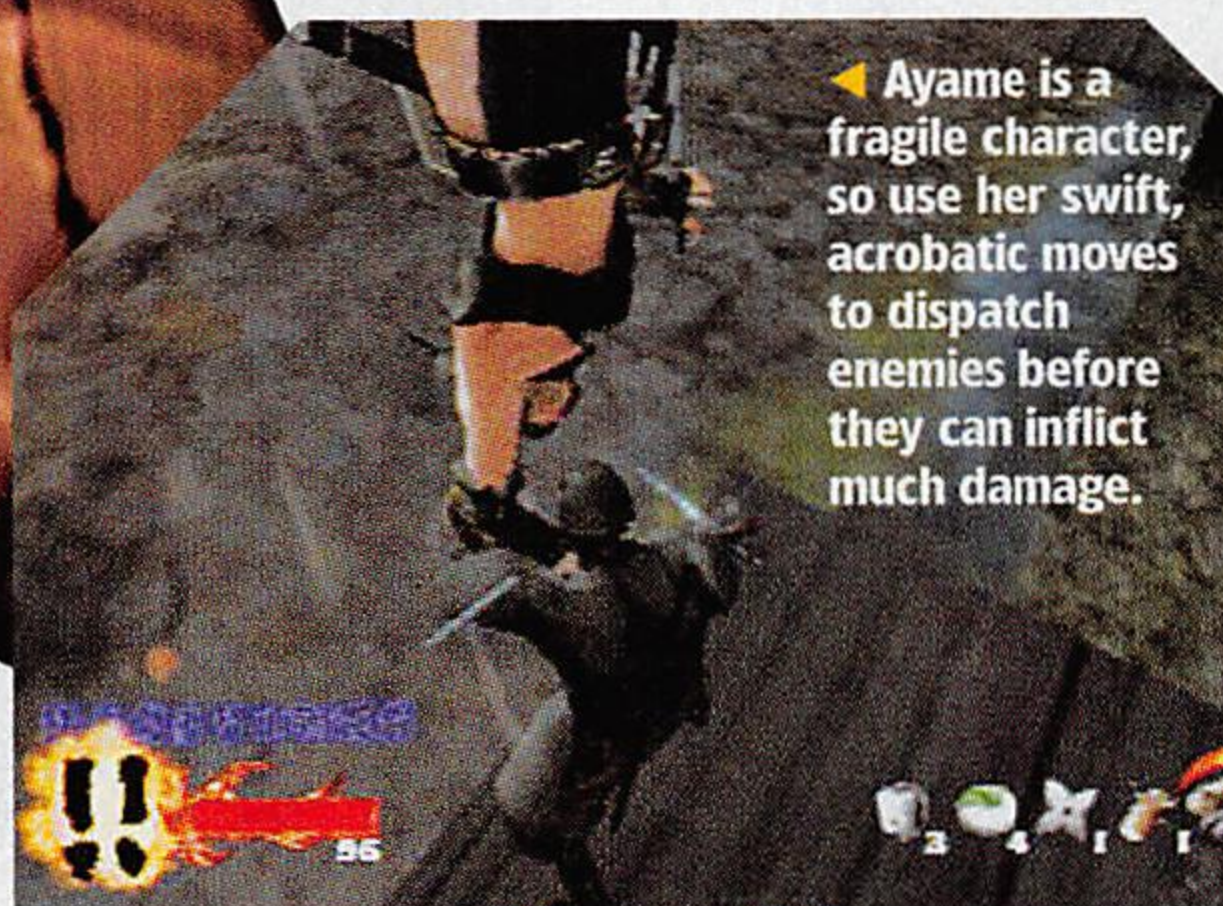
Ayame is fast, but weak. Her combative strikes inflict less damage than Rikimaru's, so try to employ her speed to remain undetected and avoid open conflict.

Then there's the hidden character Tesshu, who's simply a juggernaut. He's slow, but so

unstoppable he doesn't even carry a

sword. Unlike Rikimaru and Ayame, Tesshu has no Kuji Meter that must be filled by stealth kills to earn him special techniques. Instead, he has a variety of weapons that Rikimaru and Ayame do not (like throwing needles), and collects money for stealth kills that he can spend on items. Tesshu's levels also feature more enemies, particularly archers. Be warned: Tesshu lacks certain special abilities (like hanging from ceilings), but makes up for it with many powerful punching combos. He can also temporarily enchant his fists (press  $\otimes$  +  $\odot$ ) to burn opponents by punching them. A bouncer's ninja, Tesshu is for experienced players only. To unlock him, beat story mode with both Rikimaru and Ayame

◀ Ayame is a fragile character, so use her swift, acrobatic moves to dispatch enemies before they can inflict much damage.



◀ Playing as the crushingly strong Tesshu is like playing as a bear—specifically, a bald bear, with flaming fists and a thing for giant needles.

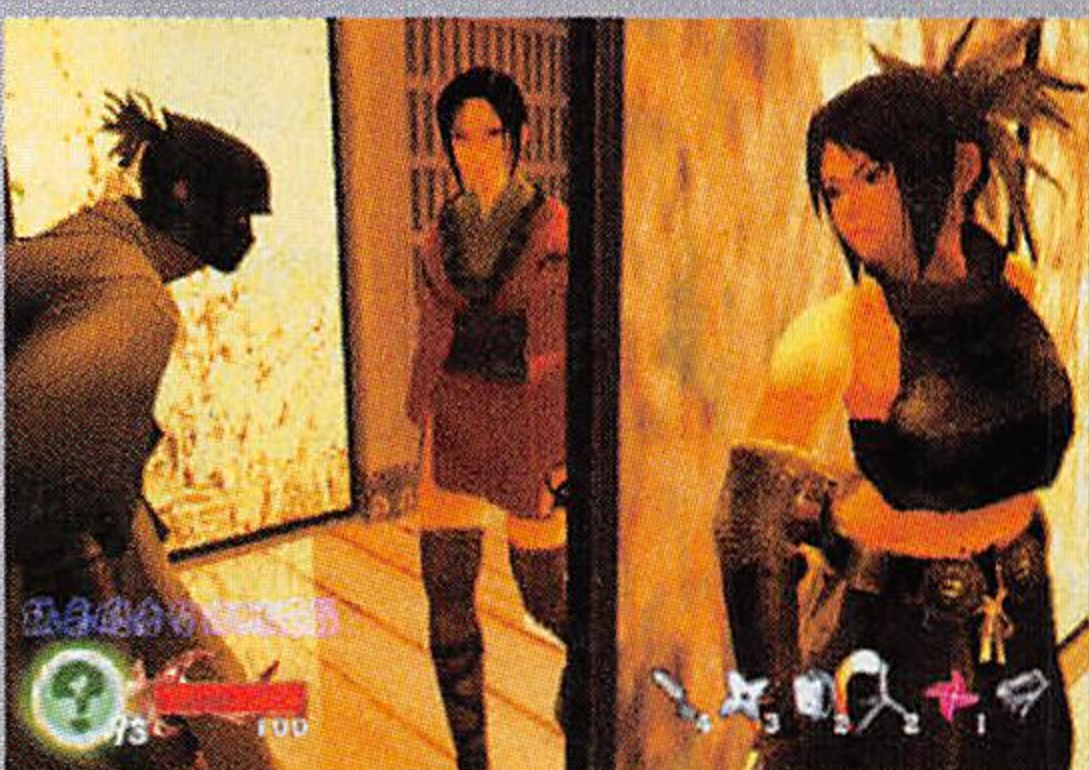




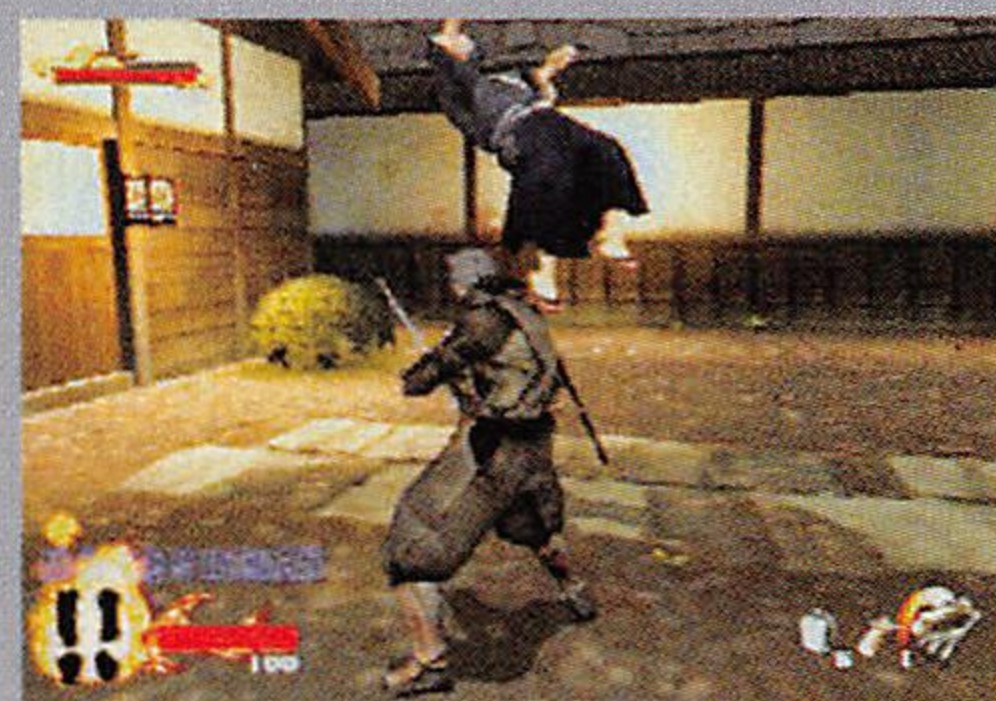
## Smooth Moves

### SWEEP 'EM OFF THEIR FEET

All three ninja have a throw attack (press **○**) to harass turtlish enemies who do nothing but block. Rikimaru's throw inflicts moderate damage, and leaves room for a poke with his sword once his victim is on the ground. Ayame's throw attack is more devastating. The concussion from driving her knee into the back of her opponent's head guarantees her enough time to easily flee or race forward (hold **△**) for a ground attack. As for Tesshu, not only does his headbutt throw attack inflict massive damage, it also sends enemies flying straight backward, making it easy to throw them off cliffs or into bottomless pits.



### NOT ALL JUGGLERS ARE CLOWNS



▲ Your juggle combo can inflict mortal damage on even the most formidable of your enemies.

The easiest way to kill enemies in combat (other than a stealth kill) is to launch them up in the air by holding **△** and pressing **○**. Once your enemy is airborne, release **△**, then press **○** **○** **○** **↑** + **○** (the command is the same for every character). If you've done this correctly (and they didn't block your initial strike), your opponent will be knocked high in the air, defenseless, and your next four strikes will be unblockable. This one

► Moves like your throw attacks can even out the odds in a hurry when you're outnumbered by the enemy.

takes practice, but it will often kill your enemy outright.

### COUNTING KUJI

Aside from them looking extremely cool, there's another reason to try for stealth kills. Once you've racked up nine kills on a level, you'll fill your Kuji Meter. Your ninja will then learn a secret technique that can be used for the rest of the game. Each level except the very last one has a different technique to learn, so if you're about to win a level, but haven't filled your Kuji Meter, be sure to do so by seeking out some more guards to stealth kill (it takes nine to fill the meter) or you'll have to return and start from zero. You should also be aware that killing a civilian will instantly drain your Kuji Meter to zero, so be sure you know whose neck you're slicing (hint: civilians don't carry weapons). The unlockable skills are both quite useful and very cool, ranging from a Scorpion-like ability to pull hapless guards towards you with a grappling hook to the option to lure unsuspecting sentries toward you by faking death by Seppuku, so it's worth putting forth the extra effort to earn them.



▲ When you see a symbol like this appear, it means you've done something very bad to an enemy. Good work!

► Using the **△** button is critical. It helps you land quietly, and enables you to roll away from attacks like this much more effectively.



▲ Special moves can come in very handy when you're facing off against bosses like Kimaira and his giant, mechanical doll-backpack thing.

### A PERFECT 10

Surprisingly, the manual makes no mention of the incredible power of the **△** button. You should play the entire game (with the exception of running and combat) with the **△** button held down. Crouching and rolling makes it much more difficult for enemies to spot you, and you can roll through all types of terrain (even water... somehow) in complete silence. More importantly, if you hold **△** while landing a jump, your ninja will land crouching and won't stick in position like an Olympic vaulter. The extra split-second you gain from not having to "stick" your jump will let your ninja instantly attack and can make or break a stealth kill. This can be used when dropping from the ceiling, or falling from a substantial height. It even allows you to land in water without a single splash.



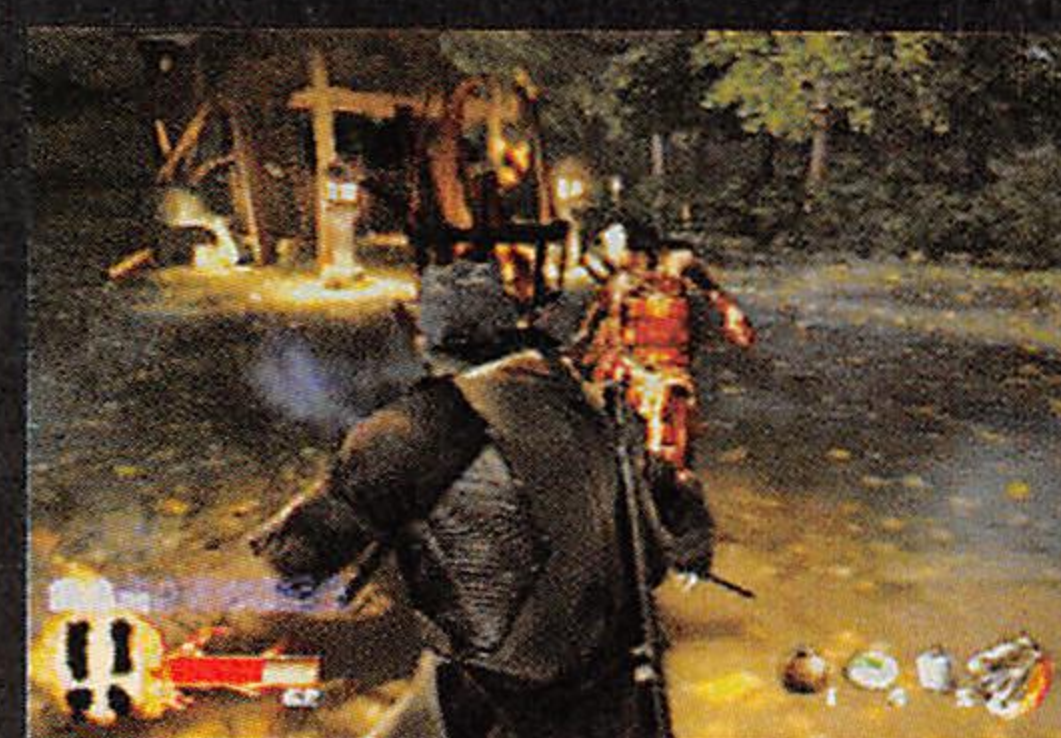
## WAKING THE DEAD

Being a ninja means taking on all enemies: including those who are already dead. When you're in the cemetery as Rikimaru, there's going to be one hell of a fight. You need to jump down the well to return to Ressai with the steel. Unfortunately, there's an enchanted door in the well that only opens when all the enemies in the graveyard are again six feet under.

Be sure to take as many potions with you as you can and a Ninja Resurrection. You'll need to sate the Muramasa sword with blood as you make your way to the cemetery, preferably from your enemies instead of Rikimaru. Killing an enemy by stealth rewards you with the most blood, so try not to engage in an actual battle.

Once you get to the cemetery, there are a number of special tactics you can employ.

- Never, ever jump under any circumstance. You can't block while you're in the air, and it's highly likely that you'll be struck multiple times.
- Put your back to a wall so that all your enemies are on one side. You can't block when struck from behind, and fighting a battle on two fronts is impossible.
- Kill the archers and the flame-breathing demons first. Their weapons are unblockable, and they can knock you out of a combo with a single hit. It's also flat out annoying to be locked in a swordfight and have an archer using you as a pincushion.
- It's possible to exploit the lack of intelligence in the undead by hiding behind a torch. When they realize they can't reach you, they'll try to jump over it. Instead, they'll light themselves on fire. It doesn't cause much damage, but it can get a pesky demon off your back temporarily. It's also a great party game.



▲ The cemetery torches can provide hours of fiery fun for you and the undead ghoulies who can't quite jump over them.

## Gear To Fear

### BLOW 'EM AWAY

The blowpipe is especially useful later on in the game. As long you haven't been detected, the dart will instantly kill a sentry and you will gain a point on your Kuji Meter. If you have been detected, it will inflict moderate damage, but will also poison your foe. Darts that miss cannot be recovered like missed shuriken, so be sure to aim carefully. Also, unlike the shuriken, the darts do not have near limitless range. They will fly straight and true for a good distance, but will eventually run out of momentum and plummet to the ground. Missed blowpipe darts also won't attract the attention of guards, which is both good and bad. While this lets you carry out your

assault with little fear of being discovered, you can't use them to distract sentries



▲ Blowpipe darts can knock this fool down in a hurry.

### DROP DA BOMB

Smoke bombs don't inflict damage, but they do temporarily blind all enemies in the vicinity, as well as destroying their ability to block. If you



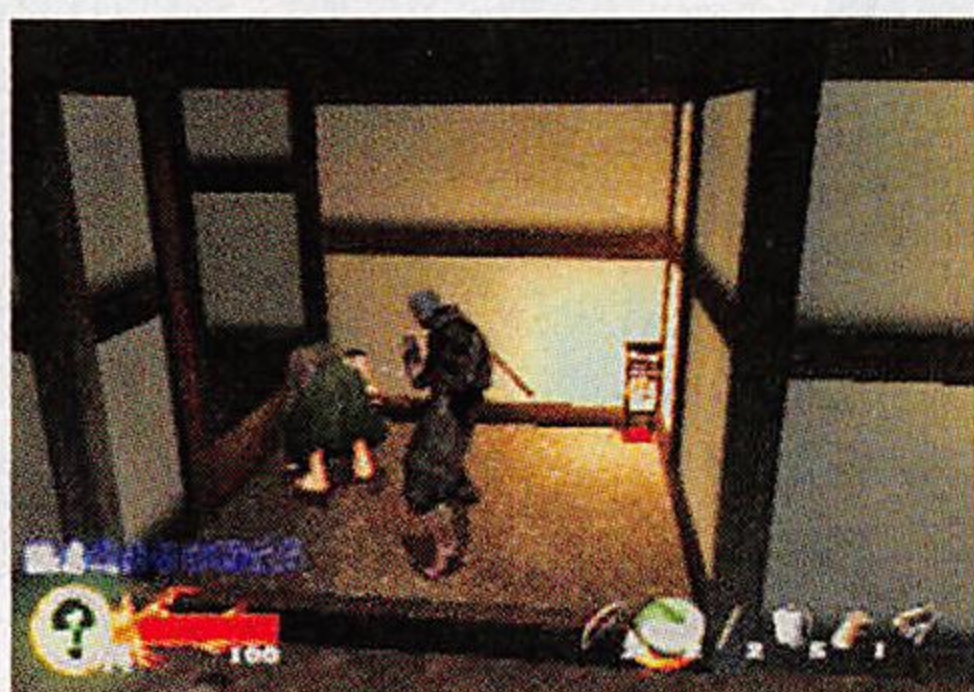
find yourself in trouble, drop a bomb and either start slashing or run like hell. They won't be able to chase you, and you're guaranteed at least one strike of damage per foe. Quick, easy, and effective.



▲ Smoke bombs are the perfect way to retreat when you're outnumbered.

## THE WAY TO MAN'S HEART...

Believe it or not, the most powerful item in the entire game is the poisoned riceball. It's low in calories, great for the digestive system, and high in arsenic. Not only will the sight of a riceball disrupt guard patterns, it induces temporarily paralysis when eaten, allowing for a guaranteed stealth kill. Best of all, during the second or so while a guard is picking up the riceball, but hasn't yet started to eat it, he's completely defenseless. You can rush him head-on and get an instant stealth kill. The kicker is that it's even recyclable—as long as you get to the guard before he starts to eat. He'll drop the riceball and go down in a geyser of blood. You can then pick it back up and head to the next guard. It's a good thing Tenrai doesn't feed his ronin.



▲ This guard is eating minute rice. He'll be dead in a minute...

## No, You're Not The Boss Of Me...

The staff-wielding giant Ganda (Infiltrate the Buddha Temple) and Onikage (Assassinate the Evil Tenrai) aren't as difficult to defeat as you might expect. Sure, one can kick you into oblivion and the other picks his teeth with a log, but there are a few secrets you're probably not aware of.

### JUKE THE GIANT

To kill Ganda, ignore him completely (well, dodge when he swings that gigantic stick at you, but other than that...) and instead focus intently upon attacking Kagura, the sorceress who accompanies him. The giant has been animated by Kagura's magic, and when you kill his mistress, he topples over lifeless.



▲▼ Ganda the giant's tough, but he goes down like a ton of bricks when you ice his boss lady, the sexy sorceress Kagura.



► Snake style is best... no you are weak and impulsive! Drunk Monkey is best...

### GET ONIKAGE BOMBED

To kill Onikage, equip yourself with a few Sticky Bombs at the beginning of the level. As soon as the fight with Onikage begins, nail him with a Sticky Bomb, but don't detonate it. Fight him as you would normally, then press R3 to send him sky-high when he tries to recover his life by drinking a healing potion. If you time it right, two things will happen: he'll lose life instead of gaining it, and you'll blow the potion right out of his hand. You can then pick it up and use it for yourself.



▲ Onikage is a tough boss, but he's a sucker for those exploding pinwheels.

### TACKLING TENRAI

Tenrai is most powerful when he is far away from you, and being hit by one of his many spells will create a gap you'll have to close. But don't just charge him. Instead, wait until he throws shards of ice and rock at you. Jump over them and land with a vicious slash while he's still recovering from his spell, then hack away. If he knocks you away with a spell, repeat the above steps to again close the distance between you. You'll have to fight him three different times, so be sure to pace your potions. As long as you stay in close so you can sidestep his magical attacks, you shouldn't have much difficulty with him.



◀ If you time your approach to Tenrai properly, you can get in close and carve him like a Thanksgiving turkey.

## NINJA NAVIGATION

Ninja may be able to move in silence like a deadly shadow, but there are at least a couple places where you may feel a bit uncertain about exactly where you need to go.

### Temple Tribulations

The maze of the Buddha Temple may have you wanting to commit seppuku. Instead, make your way over the traps and bottomless pits until you come to a wooden fence. If you jump up on the fence and look in the distance you'll see two treasure boxes on a ledge way in the distance. They're a trick—you can't

actually reach them. Instead of leaping to your death while trying, simply jump on top of the fence and walk off. The minute your ninja's feet hit air, pull down on the left analog stick. You'll fall and land on a tiny wooden outcropping. From there, you can head for the end of the level.

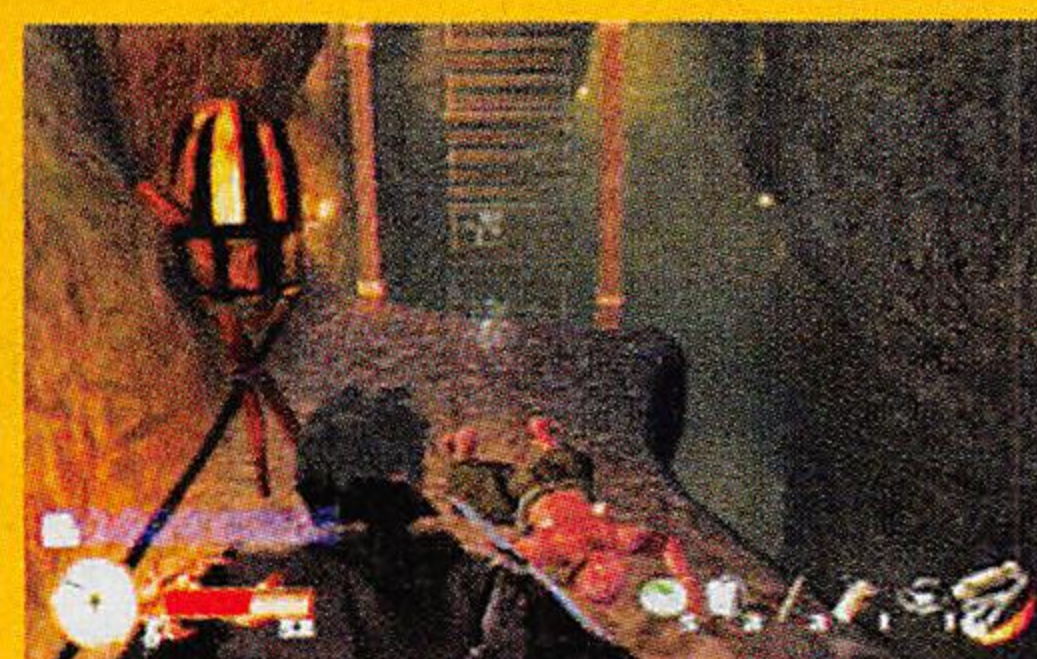


▲ Using our tips for navigating carefully can save you from a long fall!

### Cavern Crazy

When you're racing through the Limestone Cavern, it's easy to get swallowed up by one of the many bottomless pits. As in the Buddha Temple, there is also one jump that requires a substantial leap of faith. You'll come to an area that has a burning torch, a set of wooden posts, a demon guard, and what appears to be a broken bridge. Once you reach this area, look down (to the right of where Rikimaru is facing). There is ground far, far beneath you. To proceed, you must walk off the ledge to the right as pictured below. Hold R3 so

you don't make a huge noise when you land, because a demon is patrolling the ledge beneath you.



▲ Sometimes, the only way to proceed is to step over the edge of a cliff and see if your feet hit solid ground.



*"In war there is no substitute for victory."*  
- General MacArthur

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## TAKE THE PSM CHALLENGE!

**RULES** You can't send an entry for each challenge. If you cheat or use codes, you'll be disqualified. The final letter for the contest will be accepted on May 1st. If there are multiple winners, the final winner will be decided by the best paragraph that explains why you're the winner. Send a picture or a videotape (non-returnable) and a short paragraph explaining why you're the winner. Sorry, no e-mail entries! Due to legal constraints, this contest is open only to readers living in the United States, age 18 years or older.

**SEND YOUR ENTRIES TO:**  
PSM April Challenge # (the challenge you're entering)  
c/o Future Network USA,  
150 North Hill Drive, Brisbane,  
CA 94005.

## THE CHALLENGES

### Challenge #1: MGS2: Substance

Complete all VR and all Alternative missions for every character in MGS2 Substance PS2 with a 1st place rating. When your completion percentage is 100% for each character and you've achieved 1st place in every mission for each character, photograph or videotape the SELECT CHARACTER screen in the MISSIONS section.

### Challenge #2: Z.O.E. 2

Beat A.I. Ardjet without sustaining any damage to yourself or to Ardjet (NOT easy, but it can be done). Photograph or videotape yourself completing the act.

### Challenge #3: Winning Eleven 6

Unlock the World Elite team by winning the International League. Photograph or videotape the screen showing it as a selectable team.

## THIS MONTH'S PRIZE PACKAGE

Two of the following three games (you won't get the game whose challenge you've beaten):

*Metal Gear Solid 2 Substance*  
*Z.O.E. II*  
*Winning Eleven 6*

Plus: *Winning Eleven 6* soccer jersey, another randomly chosen game t-shirt, and one of the following: *Sea Monkeys* game, *Sea Monkeys* bobble head, or *Sea Monkeys* Ocean of Light aquarium.

## HOLIDAY WINNERS

**Wreckless: Yakuza Missions**  
No winner

**GTA: Vice City**  
Thomas "166 seconds" Jordan  
Muscle Shoals, AL

**Tiger Woods PGA Tour 2003**  
Jamal "155" Lewis  
Monmouth, OR

▼ You'll fight against both Raptros and Zorgulon over the course of the story mode, and now you can control them as well.



▲ Mecha Sweet Tooth... just when we'd stopped hearing that maniacal laughter in our dreams.

# WAR OF THE MONSTERS

## Secret Monsters And Battle Tips

### Satisfy your secret Sweet Tooth

Everyone knows about the two unlockable monsters, Raptros and Zorgulon—pound through the game long enough, and you're bound to earn enough points to unlock them. However, there's one thing that can't be unlocked with points—Agamo's fourth costume.

To see Agamo's fourth skin, you'll have to find yourself a copy of *Twisted Metal Black*. Beat *TMB*'s story mode using Sweet Tooth, and save the game to the same memory card you're using for *War of the Monsters*. Then, next time you fire up *WotM*, it will auto-detect your *TMB* save game and unlock Agamo's final costume: Mecha Sweet Tooth, complete with a threatening, maniacal laugh!

### Skillful stunning

When fighting hand to hand, you can press ↑ + Heavy Attack to perform a stunning blow, which breaks right through your target's block. If your opponent is a "turtle" who blocks constantly, it's the

perfect way to pull it out of its safe, little shell. Watch out, though—the stun attack is very slow to execute, and gives the opponent time to leap away or interrupt you with a counter or quick light attack.

### Bluffing by blocking

It's not in the manual, but the Block button can also be used to cancel any hand-to-hand attack, enabling good *WotM* players to fake-out opponents. For instance, if your enemy is blocking and expecting a stun attack, start the stun attack by pressing the ↑ + heavy attack button, but follow that with a momentary pause and press the block button followed by the light attack button. Your monster will begin the stun attack, but it will actually blend into a light attack instead, taking the enemy by surprise just as they drop their guard to interrupt you.

### Feel the rage

When your stamina is full and your meter is flashing, do a taunt by pressing SELECT to enter rage mode. When you are raging, your monster will be faster and do more damage with every attack. Another

undocumented bonus is that rage mode is timer-based, so attacks executed during a rage don't cost any stamina...even your projectiles. With fighters who have a high rate of fire (like Ultra-V or Preytor), this can be devastating, especially from a good sniping location. Incidentally, you can keep the rage coming by collecting stamina power-ups while raging. If you play it right, you can rage for nearly twice as long.

### Float like a butterfly—with a jetpack

The two flying monsters, Preytor and Raptros, have an additional, undocumented ability called "dash-flight". Climb to the top of a tall building, and once you are there, initiate a dash by double tapping forward (tap, tap+hold). When your monster starts to dash, roll your finger over to the jump/flap wings button. With practice, you'll dash off the roof of the building and then blend immediately into high-speed flight, perfect for escaping, running down a power-up, or strafing your enemy.

# WINNING ELEVEN 6

## Dominating defense and outrageous offense, straight from Konami

### Stop the dribbling

One of the most effective tactics on defense is soft tackling, or marking your man. Press and hold ⊗ and the defensive player you are controlling will apply pressure to the dribbler. However, make sure your player has position (in front of the man). Applying pressure

from behind will often result in a penalty.

### Four feet are better than two

Press and hold ⊕ to call your nearest teammate over to apply pressure to the offensive player in possession of the ball. Stay close to take advantage of any mistakes the dribbler makes.

### Double your pressure, double your fun

For an all out assault on the dribbler, press and hold both ⊗ and ⊕ at the same time. Very effective, though it sometimes leads to penalties.

### Running wild

There are actually two dribbling speeds.





► Tossing enemy guards off the roof of Strut E—it's good to have you back for another round, Snake.

## METAL GEAR SOLID 2: SUBSTANCE

*Sneak through Snake Tales with the help of Konami's Mark Gonzalez*

### A Wrongdoing

1. To get the out of reach USP suppressor in Strut F, go to the strut and use the "Box 4" item on the conveyor belt. You will appear on the top of the high stack of boxes with the USP suppressor.
2. Looking for the Shell 1 bomb? It's under the middle island of computers on Floor B2. Take out the guards in the area before attempting to disarm it.

### Big Shell Evil

1. Conserve health before finding Emma. When you do find her, a firefight will take place where guards attack from all sides, and you'll need all the health you can get.
2. Can't escape Strut E Parcel room with Emma? Toss 3 chaff grenades in a row and RUN! You may need to throw another three along the way depending how quickly the guards reenter.

### Confidential Legacy

1. Grab the AKS-74u in the bar on Deck A Crews Lounge before going down to the holds.
2. When escaping out of the holds, use an automatic weapon (AKS-74u or M4). You can use the "Run and Gun" technique by crouching, then

holding the button and press it again to stand up. This way, Snake will hold his weapon outstretched, enabling you to charge down the hall.

### Dead Man Whispers

1. When you start this Snake Tale, you will have no ammo for your weapons. Your only course of action if spotted is to run. Be sure to conserve ammo throughout this mission, as you won't find much around.
2. Remember that tapping on walls will draw guards out of the way so you can get past certain areas without being spotted.

### External Gazer

1. This is a set of VR missions and boss battles strung together with story. It is recommended you become familiar with the main game and the VR missions before attempting.
2. Even with all the silliness of the story, this is a very difficult mission. Remember to conserve health as much as possible. Use your ammo and rations wisely. All of your attained skills will have to come into play if you wish to pass this mission without getting aggravated.



▲ Your fast dribble can outrun defenders, but you may lose the handle on the ball.

The super high speed dribble (1) is blisteringly fast, but results in a significant loss of control. (2) is

slightly slower, but gives you a good deal of control.

### Give-and-go

Give and go passes can create excellent scoring opportunities. Press (1)+(X) and the player with the ball will pass, then quickly cut up the field. The return pass can be made by pressing (A) for a through ball, (C) for a chip pass, or (X) for a direct pass.

### Hole-y wars

Try drawing a double team to force the defense out of position. When your midfielder has possession, dribble towards one of your teammates on the wing that is being marked by a defender. As you get close, the defender marking your teammate may drop his assignment and try to go after the ball. At the moment he charges you, pass a through ball to your open teammate.

FASTER!

AH YEAH!

FASTER!!

YEAH BABY!

FASTER!!!

C'MON BABY

FASTER!!!!



# THE GETAWAY

## Conquer London's Underground

### Flame off

If you catch fire, try to find a fire extinguisher and shoot it. The foam should spray out and onto you, dousing the flames.

### Gun control

The pistol has a longer range than the machine gun or shotgun. Manual targeting is the best way to shoot objects like gas tanks, and tapping the auto-targeting button is a great way to both locate new enemies and compensate for the imperfect targeting system. Finally, shooting blindly around corners is a great way to thin out thick groups of enemies.

### Road rules

When playing as Mark, drive safely whenever possible to avoid attracting police attention (in particular, don't hit pedestrians). The possible exception to this is when you're being hotly pursued by gang members like the Triads in "Taxi for Mr. Chai"—if you get hemmed in, the gangs and cops will sometimes focus on shooting at one another, enabling you to jack a new ride and slip away.

### One eye open

While resting against a wall, face in the direction from which enemy reinforcements might come. That way, you won't get shot in the back while trying to heal.

### Fuzz buster

Police cruisers drive like charging bulls. Your best bet for ditching one behind you is to drive straight toward something immobile, like a pole or fence, and swerve at the last moment. If the police car is approaching you head-on, you can bet it's going to slam sideways at the last second to try to cut off your route. When it does, swerve around to its rear and you'll zoom right past.

### Channeling Christine

Damaged cars heal themselves during cut scenes.

### Outlaws have the fastest horses

Gang members usually have far better wheels than you—always steal them. The easiest way is not to run. If you stop and get out of your car instead of leading gang-bangers on a

high-speed chase, they'll often do the same. Shoot them and take their car—suckas!

### Ouchies are real

Be careful! You're less durable than either Solid Snake or Tommy Vercetti, so play accordingly. Always flatten up against the wall and peek through a doorway before going through it, and retreat anytime your health gets low.

### Run from gun

The shootout during Out of the Frying Pan is deadly, but easy to avoid. After you run through the archway, head to the right and back and hide behind the metal container. Your only targets will be those who accidentally track you down. When the shooting stops, pick off the stragglers and get outta Dodge City.

◀ Steal gang members' cars whenever possible—they're always faster than almost anything else on the road.

## CATCHING UP

Additional hints from Producer Brendan McNamara

### Light it up

As Frank Carter, use your siren to make traffic move out of your way.

### Rats with wings

If you don't like pigeons, try shooting them with a long range weapon.

### Art explosion

When shooting up the Triad-filled Art Gallery, head to the basement and shoot the oil-filled heater at the end of the corridor while leaning out from cover. The oil will drain into the channel cut in the ground. Shoot the oil near the drain from safely out of sight of the Triads and you'll take them all out in one explosion. Just watch out for the resulting fireball or you will be toast as well!

### All aboard

When Mark arrives at the Sol Vita, all hell is breaking loose because Frank is already there.

## CODES

### The Sims

Note: most of these codes require that you enter Get a Life mode and then return to the main menu before they take effect. After entering the correct code, you will hear the game say "ho-key, ho-key" (seriously).

Makes all objects free	Freeall
Unlock Party Motel game	Party M
Unlocks Play the Sims Mode	Sims
Unlock all two-player games, objects, and skins	Midas

### Battle Engine Aquila

Create a new game with the one of the following names. Note that the names are case-sensitive.

Unlock all levels	!EVAH!
Unlock all goodies	105770Y2
God mode available from the in-game pause menu	B4K42

You can also combine the cheats. For instance, creating a save with the name: 105770Y2!EVAH! unlocks both all levels and all goodies.

### ATV Quad Power Racing 2

Enter the following when asked to name your rider

during the 'create a new profile' option. If entered correctly a message will appear on screen telling you the cheat has been enabled, and then you can continue and name your profile as normal.

Note: Beginners should beware of using the MAX STATS cheat—it raises you to the maximum skill level, but the AI opposition gets a lot tougher and more brutal as well.

Unlock riders  
Unlock vehicles  
Unlock tracks  
Unlock tricks  
Unlock champ  
Unlock challenges  
Max stats

BUBBA  
GENERALLEE  
ROADKILL  
FIDDLERSELBOW  
REDROOSTER  
DOUBLEBARREL  
GINGHAM

### Winning Eleven 6

Unlock hidden teams!

Euro Elite	Win International Cup
World Elite	Win International League
Eternal England	Win Euro Cup with England
Forever France	Win Euro with France Heroic
Holland	Win Euro Cup with Netherlands
Immortal Italy	Win EuroCup with Italy
Genuine Germany	Win EuroCup with Germany
Beloved Brazil	Win American Cup with Brazil
Always Argentina	Win America Cup with Argentina

Defeat each of the missions to unlock additional

players who bear strong resemblance to legendary real-world characters.

Winning the Konami Cup with your club team will unlock the ability to change the team names that the commentator uses during the matches.

### Fisherman's Challenge

This game only has one code, but its effect changes depending upon when you enter it.

↑↑↓↓←→←→□□

### Increase Tournament Difficulty

Enter the code on the main tournament screen. User will hear "Oh, what's happened?" and AI difficulty will increase by 10%.

### Turn off Under Water View (behind fisherman)

Enter the code while using the trolling motor

**Retrieve line without winding analog stick** Enter the code while retrieving the line

### Hide the Fish Mood Lens

Enter the code while in casting mode

### Place "Wreck of the Robot" in the Aquarium

Enter the code in Aquarium Mode, selecting All View

### Free Fish at Night

Enter the code at the Free Fish Time Setting



Ignore the gangplank. Instead, go left and get on the crane for a safer way onto the boat. Yasmin will find her own way onboard.

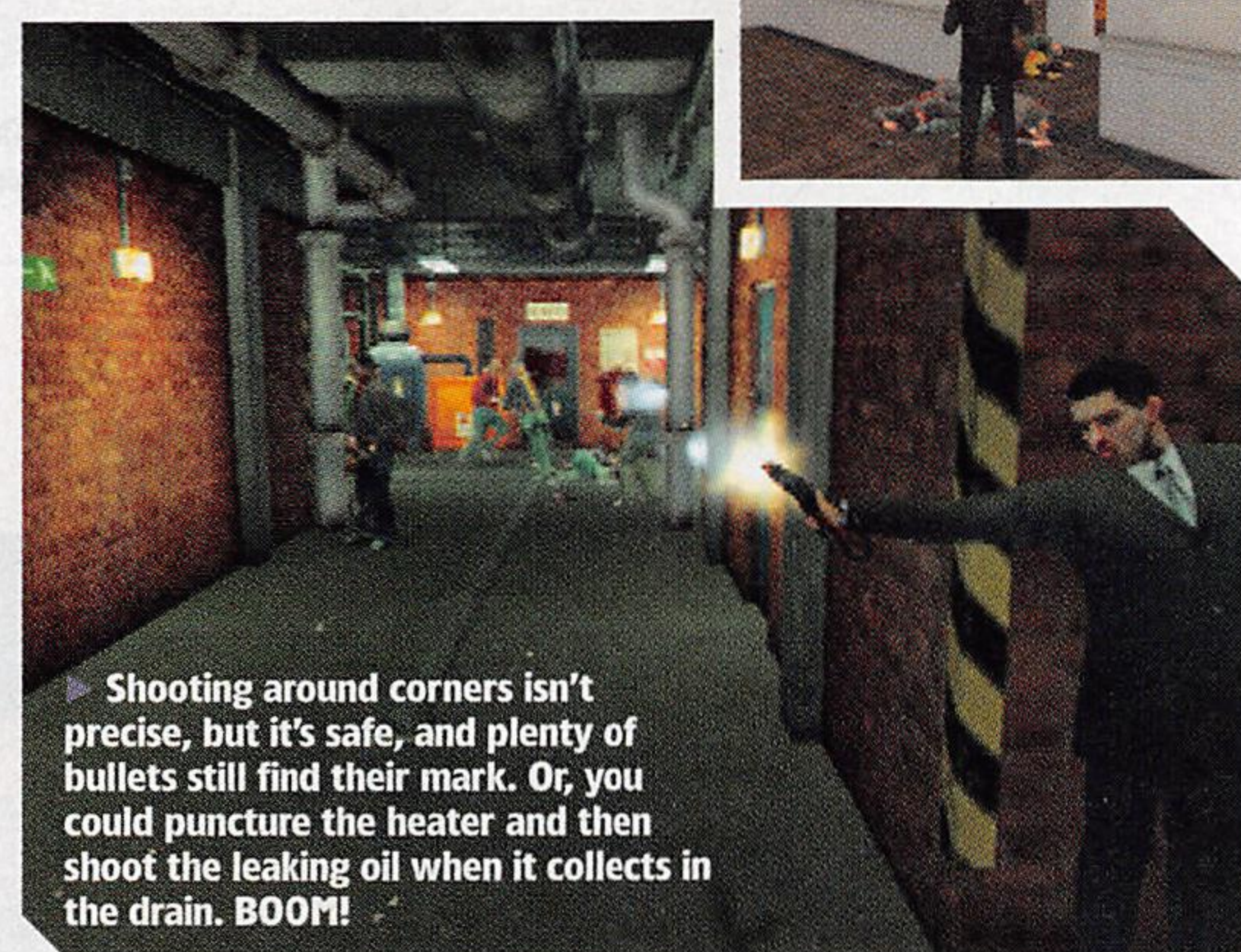
## Camera captivity

In interiors, if you want the camera to cut directly behind you, let go of the left analog stick and the camera will cut instantly. Try it. It really works.

## Burst off the blocks

If you are driving a front wheel drive car (Alfa, Saab, Vauxhall, Peugeot, Renault, etc.), hold **LB** (handbrake) and push down and forward on R3. The car will spin its wheels and then launch itself off the line when you let go of the handbrake. It's great for really fast (ahem) getaways.

► Finding a good bottleneck and letting your targets come to you can lead to a nice stack of dead enemies with very minimal risk.



► Shooting around corners isn't precise, but it's safe, and plenty of bullets still find their mark. Or, you could puncture the heater and then shoot the leaking oil when it collects in the drain. BOOM!

# EVERQUEST ONLINE ADVENTURES

## Tips and tricks straight from the dev team!

### Strategic stats

Each class has two primary stats that determine the total amount of power your character has—i.e., the number of spells you can cast or special moves you can do. Focus on raising these to achieve your character's maximum potential, then choose your secondary stats carefully to complement them.

CLASS	CRUCIAL STATS
Bard	Agility, Stamina
Cleric	Wisdom, Charisma
Druid	Wisdom, Dexterity
Enchanter	Intelligence, Charisma
Magician	Intelligence, Agility
Monk	Dexterity, Stamina
Necromancer	Intelligence, Stamina
Paladin	Stamina, Strength
Ranger	Dexterity, Agility
Rogue	Dexterity, Agility
Shadowknight	Stamina, Strength
Shaman	Wisdom, Stamina
Warrior	Stamina, Strength
Wizard	Intelligence, Dexterity

### Coach is first class

Visit every coachman you come across, or you'll be kicking yourself later. The coachmen network allows you to quickly get around the game world, so you don't have to run across the country for an hour every time you need to meet up with your friends.

### Keep the spirit alive

It's a no-brainer, but also always find and visit the nearest Spiritmaster before engaging in big-time combat. A Spiritmaster will bind your soul to that location, and should you die, you will return there. If you don't, it could be a long run (or coach ride) back to your fellow adventurers.

### Extra credit

When you start out, your guildmaster is going to start you on a number of quests. Complete them!



▲ Knowing which stats to improve can be the difference between becoming "Denthen the Giant Slayer" and "Denthen, the guy who got crushed by a giant in a speedo".

There are tons of items, spells and actions that you can only get through these quests, so if you haven't done them, your character will be at a substantial disadvantage against other players who have. Check back occasionally, too, to see if any new quests have opened up.

### Fast food vs. fine dining

Good food and water regenerate your health and power faster than lower quality food and water. However, once you enter battle, the regeneration effect stops, and any unused portion is lost. Thus, you may find it both cheaper and more efficient to avoid the expensive, quality food and stock up on cheaper nourishment. You'll regenerate more slowly, but you'll waste less and may save money in the long run. Save the expensive food and water for use just after a big fight, when you're worn down and need to get back in action as quickly as possible.

### The more, the mightier

Make friends. Sure, you can play solo, but this is a group-oriented game, and your experience points can really pile up if you get into a good group. Also, if you do find a good group, be sure to add them to your buddy list before signing off, and ask them to do the same for you. That way, you'll have a better chance of reforming the team next time you play.

# YES!!!!!!



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## LETTER OF THE MONTH



▲ The truth, Eric, is that Namco operatives are paid to hide behind you and plant subliminal advertising.

### RANDY'S TIP OF THE MONTH:

"The next time your significant other nags you about vacuuming under the living room furniture, don't just roll your eyes and put it off. Pushing a side table, chair, or foot stool just a couple of feet might open up a secret passageway or reveal hidden treasure—and I'm talking stuff that's way better than what you find under your couch cushions. Who knows, you might even uncover the legendary Missing Remote!"

**A** lright, this is a kinda weird thing to say, but I could swear in Square's *Xenogears* I can hear this robotic guy saying, "Xenosaga on PS2." In all of the normal boss battles, if you listen carefully, you can here this man saying that phrase over and over again. And I this noticed long before I even heard of the sequel. Can someone hopefully verify this for me?

Adrian F. Almaria, forever\_blue16@hotmail.com

**ERIC** You know, I've heard that boss battle music for hours, but I never noticed that voice. After getting your letter, I fired it up again (any excuse to play *Xenogears* at work, right?), and I think I hear what you mean, but I suspect that it's just a coincidence. Namco U.S. says that it's not intentional, and the math is questionable: *Xenogears* came out in Japan in February of 1998, but the PS2 wasn't announced until September of 1999 (though, granted, it was kind of obvious that there would be one eventually). Plus, it's very unlikely that composer Yasunori Mitsuda would have known that *Xenogears* would do well enough to warrant a sequel (from a different publisher, no less!) and that the sequel would be made for PS2 instead of the original PlayStation and that it would be called *Xenosaga*. Still, Director Tetsuya Takahashi obviously thinks way, way ahead (for example, this *Xenosaga* is only chapter one of a whopping six chapter story arc), so I suppose that anything is possible.



▲ Here at PSM, the team seems to fall into one of two categories: first, there's the "Let's make fun of Randy" group, and then there's the "Blame Chris! It's all his fault!" faction.

### Ask The Experts

I am currently writing a paper with the subject "Do videogames have to be violent to be fun?" One of the criteria for the paper is to acquire an expert's opinion on the subject. So far, the majority of the students that I have interviewed feel that games do not need excessive violence to be entertaining. I would like your view on the subject. Do you feel games like *GTA* or *Mark of Kri* are needed to satisfy a gamers wants (needs?) to experience the full effect of a fantasy world? Can games be enjoyed without the inclusion of killing? Or, does the answer lie somewhere in between with mildly violent games, like *Mario* or *Zelda*?

Spencer, Cyberkirby3@aol.com

**STEVE** Things are often subjective, especially violence in videogames. There have been very few titles out there that I felt were just too violent. *Soldier of Fortune* is one example of this. I think that a certain level of violence is fine as it reflects what most people already see on TV and in movies. There's nothing wrong with it as long as the gamer is of a certain age. I still don't feel that the debate is if we should

### TalkBACK

**EACH MONTH** we post a new question on our website at [psmonline.com](http://psmonline.com), and print the best answers here in our Letters section. Give PSM a piece of your mind!

#### This Month's Question Was:

"What was your most outrageous or embarrassing gaming-related moment?"

I was playing *FFX*, and I was being killed by Seymore over and over again. After the 15th time, I swore so loud that the neighbor's kids next door heard me, and started to use their new "special" word.

Emily Jauregui, Muskegon, MI

It was when my little brother, who sucks at anything dealing with videogames, beat

me in *MK: Deadly Alliance* FOUR times in a row in front of all my friends.

William Lucas, Memphis, TN

When my PS2 learned to use holographic projectors to make me a girlfriend. Damn, I keep forgetting that was a dream...

Jonathan Tirilli, Temecula, CA

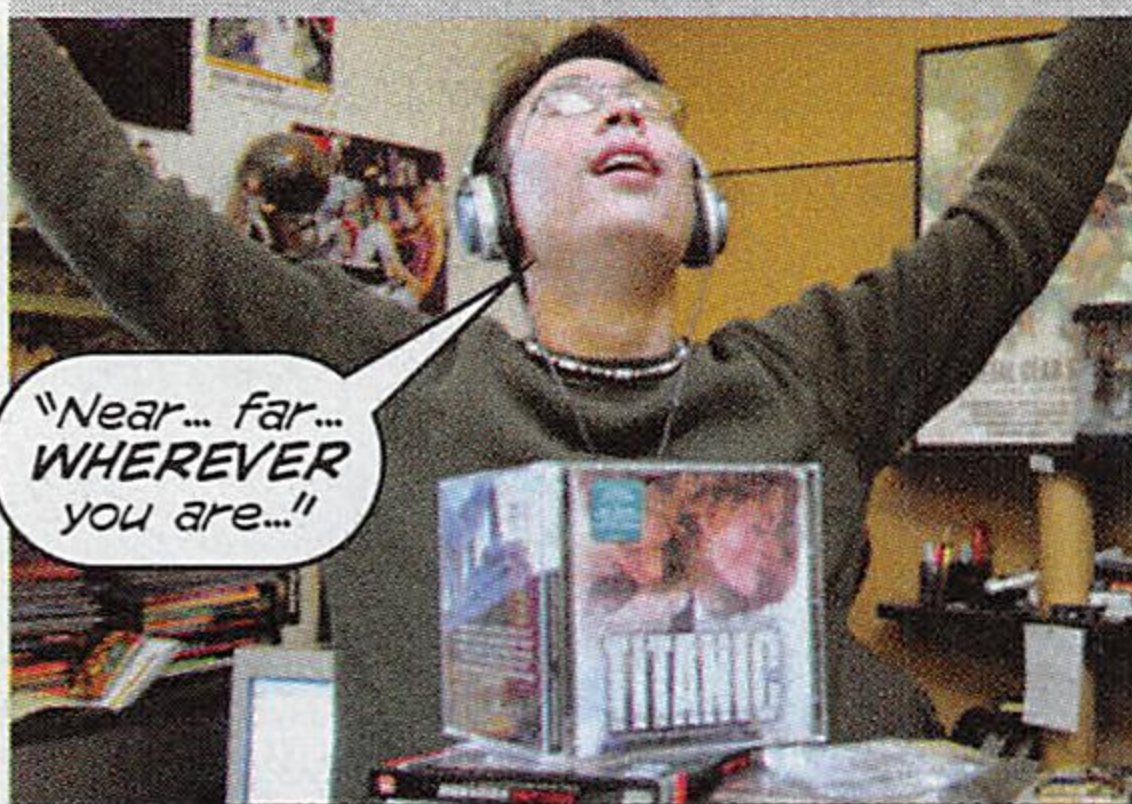
I played my first game when I was about eight. It was the original *Sonic the Hedgehog* game on the Sega Genesis. I thought "Game Over" meant I won the game, so I would go crazy. My next door neighbor came up to me and said, "Chris, game over means you suck and got killed!" I was heartbroken...

Chris West, Walnut, CA



## DOWNTIME

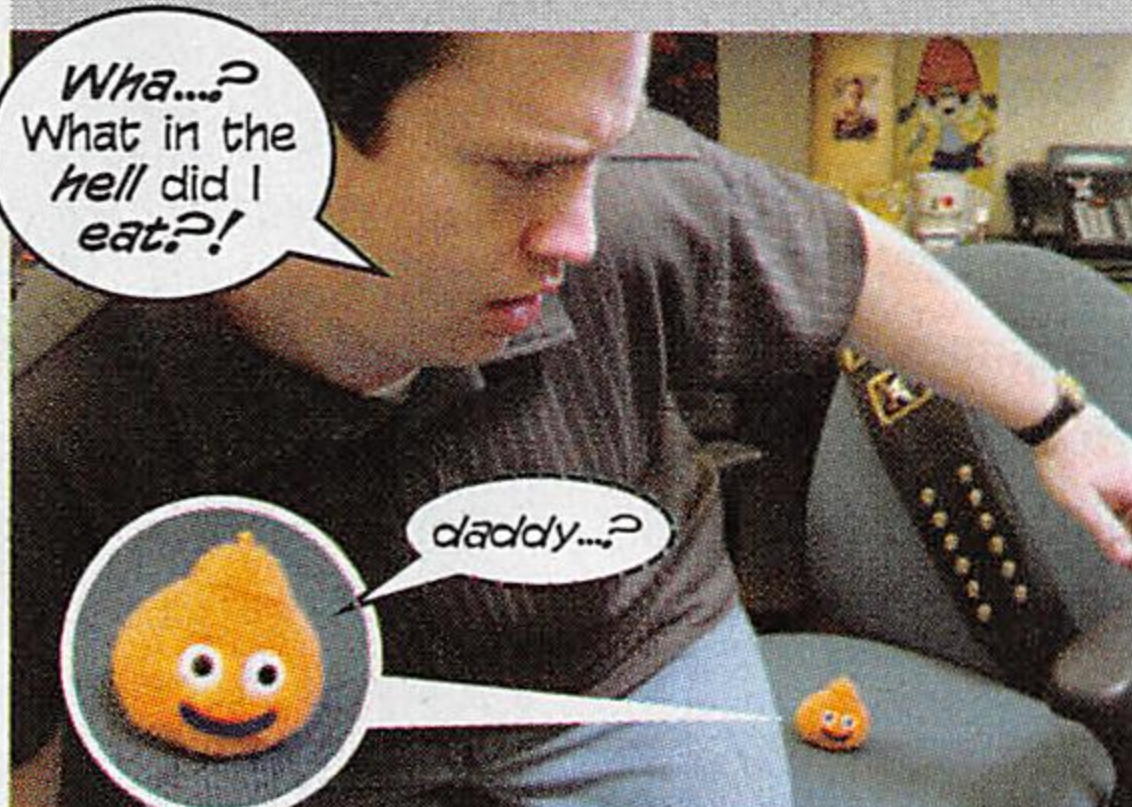
Hey, only 99% of our time is spent on playing games! We do other stuff, too!



▲ Steve's petition to make a *Titanic 2* may have fallen on deaf ears, but his heart will go on.



▲ To the shock and horror of everyone in the office, HE STILL GOT THEM ON.



▲ On February 13, 2003, lil' Sherbert Fudgie was born. Both father and baby are doing fine.



▲ In these troubled times, Bill is always prepared for any contingency. Well, almost always...

include violence in games. Rather, it's that underaged gamers are getting their hands on them. Stores need to be stricter. You won't see a bookstore selling an issue of *Playboy* to a 13 year old. Why are videogame stores selling Mature rated games to them, then? As for what's fun... sure, we could all be playing games that only feature balls and ladders. However, it's violence that sells, so game developers will continue to make violent games.

### Everything Is Star Wars

I was just wondering why the names Biggs and Wedge continually appear throughout the *Final Fantasy* series. The earliest I remember the names being used was in *Final Fantasy III*, although I have not played *FFI* or *II*.

David Truong,  
romeo\_truong@hotmail.com

**ERIC** It's actually a *Star Wars* reference. Biggs Darklighter was an old friend of Luke's who had left Tatooine to attend "The Academy" and joined the rebellion (he shows up in the Special Edition of *Star Wars*), and Wedge Antilles was the only other X-Wing pilot to survive the attack on the original Death Star. He reappears in *Empire* to battle the AT-ATs, and lead's *Return of the Jedi*'s assault on the new Death Star. Why Biggs and Wedge (and Cid, for that matter) keep recurring in *FF* games is anybody's guess, but I have to admit, I love it.

### And He's Off To The Rodeo!

I want to know why there aren't any rodeo games. I know of one for the computer. Do you know if any game developers have ever thought of making a rodeo game? Don't they think the game would sell?

Andrew Churan, ADChuran@webtv.net

**RANDY** Back in the day, GT Interactive published a rodeo game for the PSone, but that's the only console version of the sport I can dredge up from my memory. The fact that we haven't seen another one for PS2

(or any other system) all but answers the second part of your question. I'm sure more than a few developers have thought about making a rodeo game, but the money men probably shot the idea down faster than you can say "rawhide!"

### He's A Sell-Out

I'm writing because I'm planning to sell my old issues of PSM on eBay and I know how many PSM readers are always asking about the early issues. I'm auctioning issues 1 through 10 or 50. I'm really not sure how many I'll sell, but whatever it is, it'll be consecutive, 'cause I never missed an issue. Now I know you're wondering why I'm doing something so stupid. Well, I've been collecting game magazines for over 8 years now and space is becoming limited, so instead of trashing them, I thought others could enjoy them and while I'm at it, I'd make a buck!

LMidas@aol.com

**STEVE** Well, it's never good to hear that one of our devoted readers is parting with their PSM collection. However, I guess if you can help another fan complete their collection then we'll let you off easy. Just be sure to keep subscribing :-). Anyway, you readers out there should email this guy if you're missing some issues. He should be able to help you out.

### Bobby Who?

I'm an avid fan of the *Final Fantasy* series. There's this chocobo egg in *Final Fantasy IX* that hatches to a baby chocobo named Bobby Corwen. Who's Bobby Corwen? Is he somewhat related to that old chocobo Boco?

Myko Chiong, mykolot@yahoo.com

**ERIC** Two *Final Fantasy* name questions in one month? That's gotta be a first. We've checked with Square and the company assures us that there's no real *Final Fantasy* significance to the name. Still, I'd bet Chris' paycheck that it means something to somebody over there. My guess is that someone on either the development or localization team knows the secret.



▲ Getting rid of your old issues of PSM? It's okay... (sniff)... we won't take it personally... (sniff)...

## GAMES WE WANT TO SEE

### WET AIM

Lightgun games have gotten a little stale, but this one is sure to liven things up—and teach some much-needed bathroom etiquette at the same time. *Wet Aim* is the world's first "urinal action" title, combining the latest in realistic water physics with all the fun of a shooting gallery. Players score points for accuracy, and lose them for hitting the bowl or the floor. The bundled Pistol peripheral (belt included) makes the experience even more realistic. Hit the urinal cake for a score multiplier and take the title of Ultimate Urinator!

After I played *FF 3/6*, I started singing the song from the opera scene, only to turn around to see my brother and his friends staring at me. I was so embarrassed... I still know every word.

Kenny Wells, Jacksonville, NC

I was saving a game on *GTA3*, and I made some snide remarks to my friends about

idiots that would turn off the system while saving a game. Well, the next save, I turned off the PS2 while saving... So much for being on the last mission.

Art Witt, Chambersburg, PA

I was beat at my favorite game, *Twisted Metal Black*, by my 5 year old cousin.

Alex Philip, Minden, ON

My most embarrassing moment was when my brother screamed at the bugs on the screen in *Metal Gear Solid 2*

Masud Mustafa, Brookfield, CT

When I was 15 years old, my little cousin, Becky, who was 11 at the time, would always whip my butt at *Super Mario Kart* for the Super Nintendo, and the whole

family would laugh at me. It took me 3 years to finally beat her.

Rudy Faz III, Helotes, TX

I played *Zelda* on the N64 all night without saving. That morning, my friends came in and accidentally hit the power button. All that gaming for nothing.

Keith Ryon, Colorado Spring, CO



## HARDCORE

### Hydraulic Fun

I heard about this interesting title called *Lowrider* and I found a few nice pics on the Internet, but I couldn't understand the text around them. I was wondering if this game has a chance of coming to the U.S. Also, could you explain how the game is played?

Leon Israel, leezzy51@hotmail.com

**STEVE** If I remember right, the game, done by Pacific Century Cyber Works (they also did several of the Dream Audition games), focuses on tricking out your car so that you can do some crazy hydraulic-assisted hopping around. Apparently, it's sort of like the *Dance Dance* games, in that you have to hit certain buttons in order to get your car to dance. There also appears to be story elements, but we're not sure how deep that section of the game is. As for chances of it coming over here... I highly doubt it. It's hard enough getting games like *Ape Escape 2* over here, much less titles that don't really cater to a large enough gaming market. There's always hope, so we'll keep our readers updated on the status on this unique, but potentially cool title.

### Gams Vs. Gameplay

I have been playing videogames for quite some time and in the fourteen years I've lived on this Earth, I have heard comments. In response to a letter sent by Jeffrey Herda in your February 2003 issue of PSM, I think this letter had to be the stupidest thing I've ever read. Jeff complained about Best Buy not selling *BMX XXX* due to its very mature content unless Acclaim made a censored version of the game. In his letter, his comment was that "We aren't just talking nudity here! We are talking about actual softcore porn!" I think that anybody who gets physical pleasure from videogame boobs needs to move out of their mother's house and meet some women. The only reason I would ever

There were girls at this party, and we were playing *Madden 2003*, so I made a bet. Whoever lost had to take off his pants and run around outside. It ended up being me. This is the last time I ever make a bet with anybody.

Jahan Mossiah, Covina, CA

That would probably be the time I was

caught doing you know what while playing *Dead or Alive*.

Ryan Buxton, Columbus, GA

I was spying on Jill in the vents on *Metal Gear Solid* and I got caught freeing willy...

Daniel Burke, Denver, CO

It would have to be the time when I

## ASK THE 800-LB. GORILLA

MOLON LABE!

**Y**ou are a rude, uncaring person in a dumb gorilla suit. You've been arrested. You love guns. And you verbally bully people around, telling them you're doing them a favor. You're a Republican, aren't you?

Ben Hiltner, shutup\_johnny@hotmail.com

**BILL** Actually, Ben, I'm even scarier than that! I'm an independent conservative... Muahahahahaha!

During the course of my video gaming years I have started to "dull down". My freinds belive that is its is the large amount of "alone time" i have with my self, but i fear it is the video games. What do you think is the cause of the drop in my intelligence.

Timothy Solomon, the\_grim\_luth@msn.com

**BILL** Well, Tim, while your letter proves you're not

the sharpest knife in the drawer, and you're a few clowns short of a circus, you're light years ahead of this next guy...

I feel the game's essence on my big screen TV. The game's creator's spirit I feel. It takes time to truly understand the essence of a game's soul.

Scott Whitmore, nobuo78@hotmail.com

**BILL** Let me guess, Scott... Your parents' names are Moonbeam Rider and Daisy Princess, right? I'd say it was time for you to cut back on the old "pipe weed".

Have a question that requires a thoughtful, adult answer? Send an e-mail to bdonohue@futurenetworkusa.com, with "800-LB. Gorilla" in the Subject Line.

purchase *BMX XXX*, which I have no intention of doing, would be for the biking and I happen to know that there are better biking games than a game that focuses on sex, nudity, and violence.

Christopher McLaughlin, CMinLA@aol.com

**STEVE** Well, history shows that a game that just features nudity and violence, as window dressing, never really sells. You have to have a solid gameplay experience underneath it all, if you want it to succeed. *BMX XXX* was a perfect example of a game that had the comedy and nudity, but didn't quite deliver on gameplay. Thus, the game didn't sell as well as Acclaim expected. *Vice City*, on the other hand, had an excessive amount of violence. Yet, it delivered in the gameplay department and the game went on to sell millions. So, if you have the gameplay, people will come. Adding the nudity and violence may increase the overall interest, but nobody is going to buy it if there isn't much game there.

### Thumbs Up!

Is Sony ever going to release the harddrive or are they just going to sit around with their thumbs up their butts for a while? This is getting to be a

subject that very few people seem to care about, but I do! Please, any information on this would be appreciated.

Scott Traynor, wstraynor@hotmail.com

**STEVE** I would say that Sony will unveil the hard drive at this year's E3. The company will also reveal web browsing features and email to go along with the games that will support the peripheral. However, I don't think the drive will actually go on sale until much later this year.

### No Nudes Is Good Nudes

SCEA edited their version of *BMX XXX* beacuse of their no nudity policy, while releasing *The Getaway*, which has quite a bit of nudity in it! What is Sony trying to do?

Travis Spencer, muir0@hotmail.com

**ERIC** While *The Getaway* drops more f-bombs than a whole season of *Sopranos*, there isn't any nudity in the final U.S. version of the game. I believe there was a topless dancer in the U.K. release, but she's donned a skimpy top for her U.S. debut. So there's no double standard, but it definitely looks like SCEA is drawing the line at nudity in PS2 games.

wanted to play video games with my Uncle. I walked into his room and he did not have any clothes on.

Roberto Molina, Anaheim, CA

Playing *Vice City* with a friend, and I was watching a stripper, and his mother saw me. I am now banned from the house.

Chris Zola, Monroe CT

The most embarrassing moment was when my parents caught me with a towel around my head yelling "Yeeha!" as I played *Earthworm Jim*.

Tyler Rogers, Pace FL

All I can say is *Dance Dance Revolution*.

Mike Potter, Saint George UT

## WHERE ARE THEY NOW?

**PSYCHO MANTIS**  
This *Metal Gear Solid* boss may be officially classified as dead, but we here at PSM have recently learned otherwise. The psychopathic madman currently resides in Las Vegas, where he puts on his nightly "Evening with Psycho Mantis" show.

"Yeah, I have to admit that *MGS* stuff was a pretty good trick," Mantis reminisced from behind his trademark gasmask. "But if you want to see something really cool, you should see the way I read the minds of the audience at my dinner shows!"





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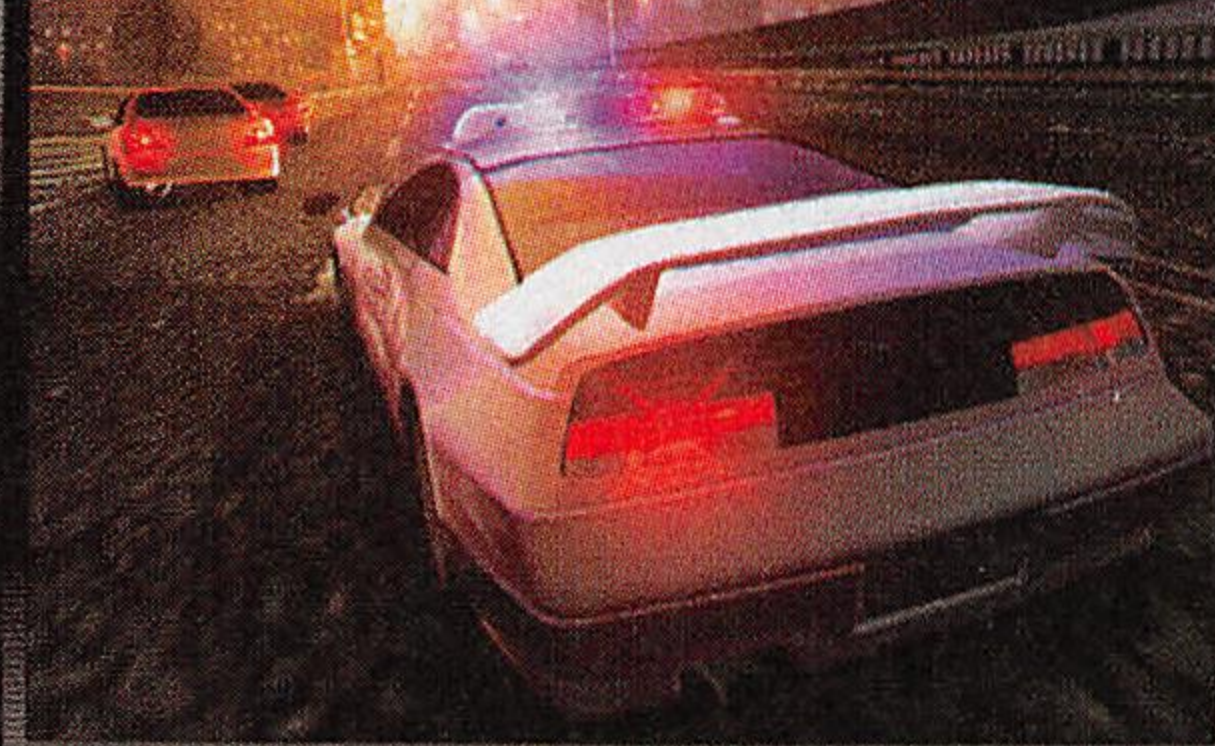
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PlayStation 2



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PlayStation®2

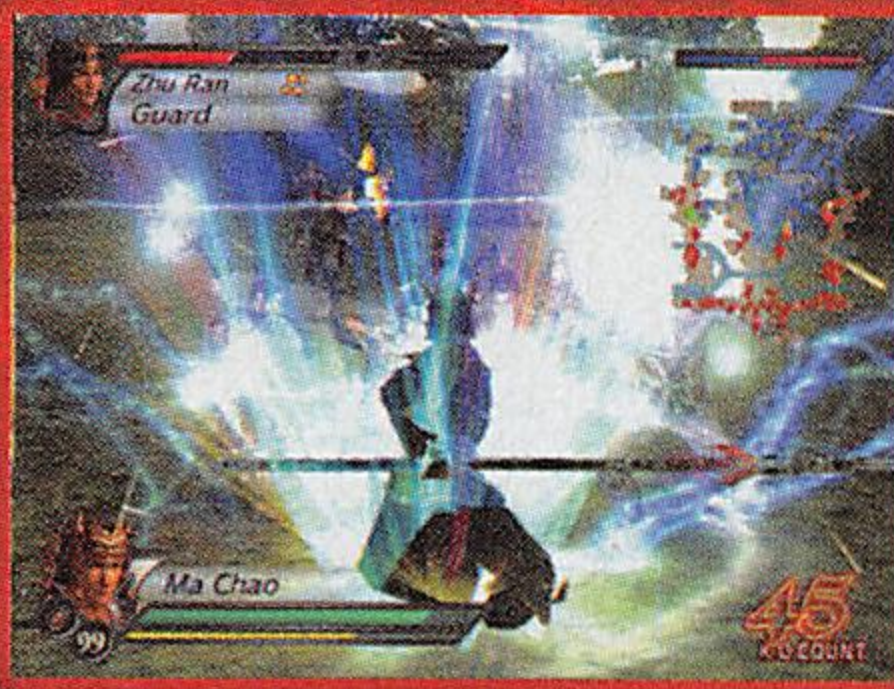


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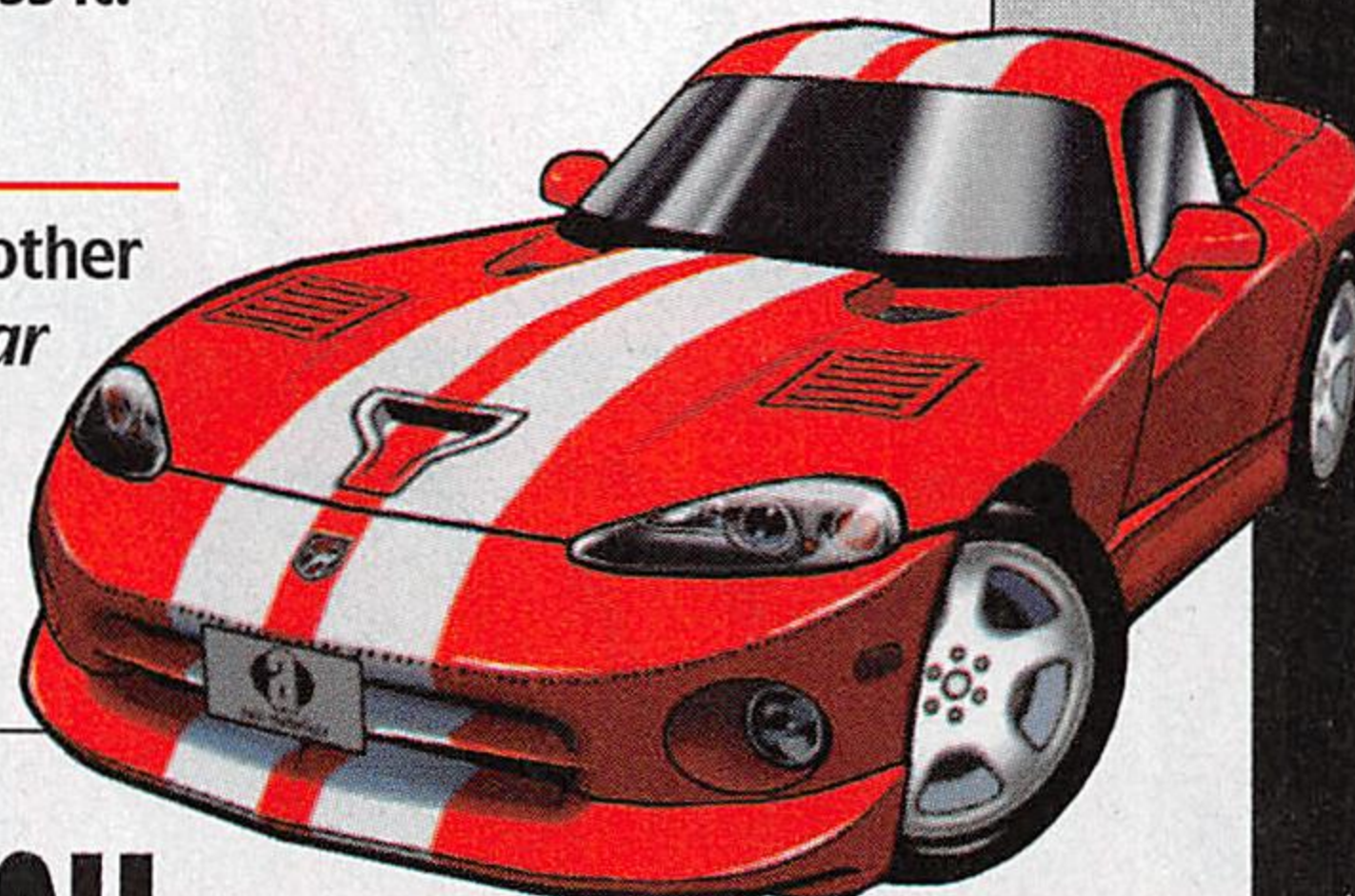
## NEXT MONTH

### EXCLUSIVE FIRST LOOK: XIII

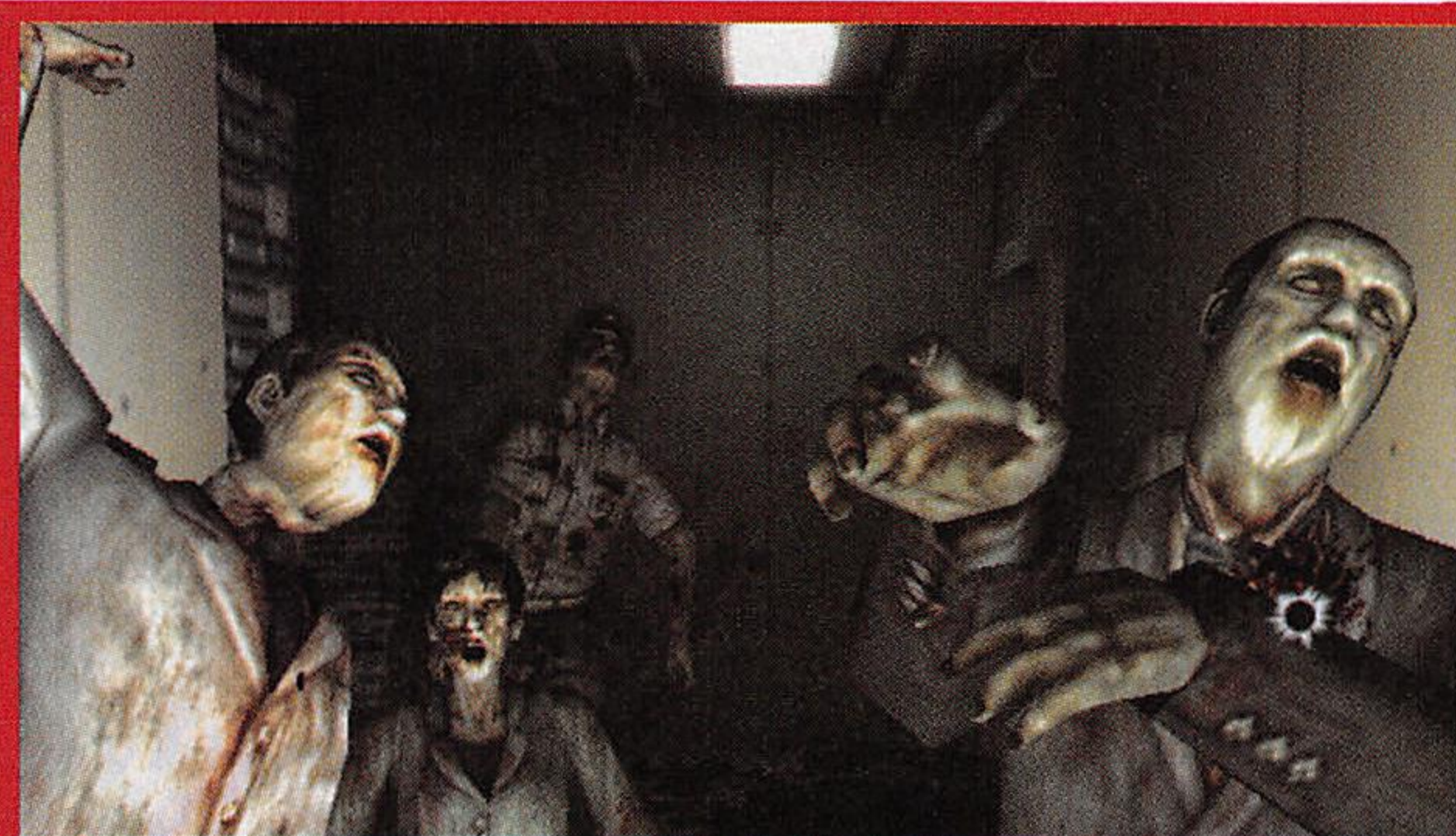
Those in the know have been buzzing about this top-secret cell-shaded shooter, and next month, we'll have your exclusive first look! This one could be the real deal, folks—don't miss it!

### FINALLY REVIEWED: Z.O.E. II & AUTO MODELLISTA

One is Capcom's first ever racer (online, no less) and the other is a very ambitious sequel to a Hideo Kojima (of *Metal Gear* fame) game. *Z.O.E. II* has received near-perfect reviews in Japan—will this be PlayStation 2's Next Big Thing?



## WRITE THIS CAPTION!

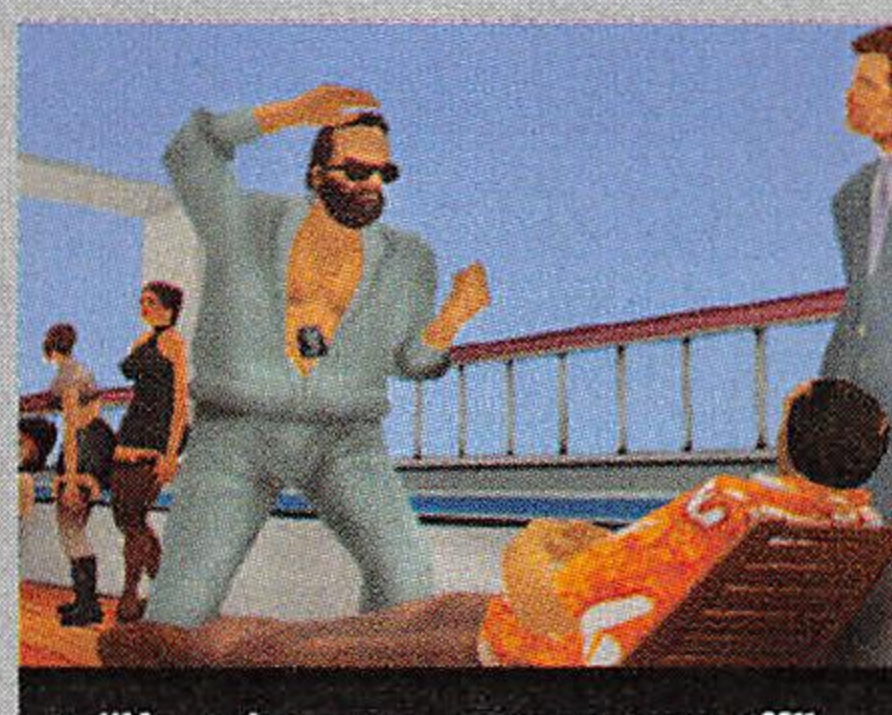


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**THOMAS ENG** of Pittsburgh, PA, is the winner of our Holiday Caption Contest (you can check out his winning caption below). Thomas, your PSM Prize Pack is on the way!



▲ "Now show me—wax on, wax off."

### 3 YEARS AGO IN PSM... April, 2000 The Ultimate RPG Issue

Right around April 2000, it was becoming very apparent that RPGs weren't just for the dedicated few anymore. *Final Fantasy VII*'s mainstream success was a boon for the genre, and other RPG makers were finding a growing U.S. audience. Even Sony took notice, spending millions

to develop its own *Final Fantasy*-grade RPG *Legend of Dragoon*. We revealed *LOD* in this issue, plus 14 other upcoming RPGs. We went so RPG crazy, we even created our own "perfect" RPG!

But we really remember this issue for our "Valkyrie Wilde" April Fool's gag. We ran a fake preview for a made-up *Tomb Raider*-style game featuring a fully nude heroine, and most readers bought it hook, line and sinker. Suckers!



▲ Come to think of it, where the hell is *Legend of Dragoon II*? We should've seen a sequel long ago...

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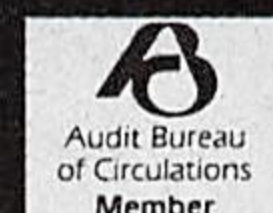
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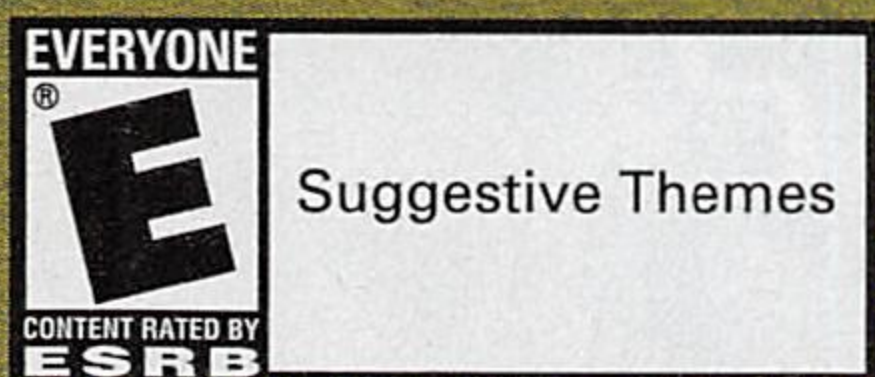
Position 3 of 2  
Lap 1 of 2  
Position 2 of 2  
Lap 1 of 2  
Position 1 of 2  
Lap 1 of 2  
Position 4 of 2  
Lap 1 of 2  
69 72

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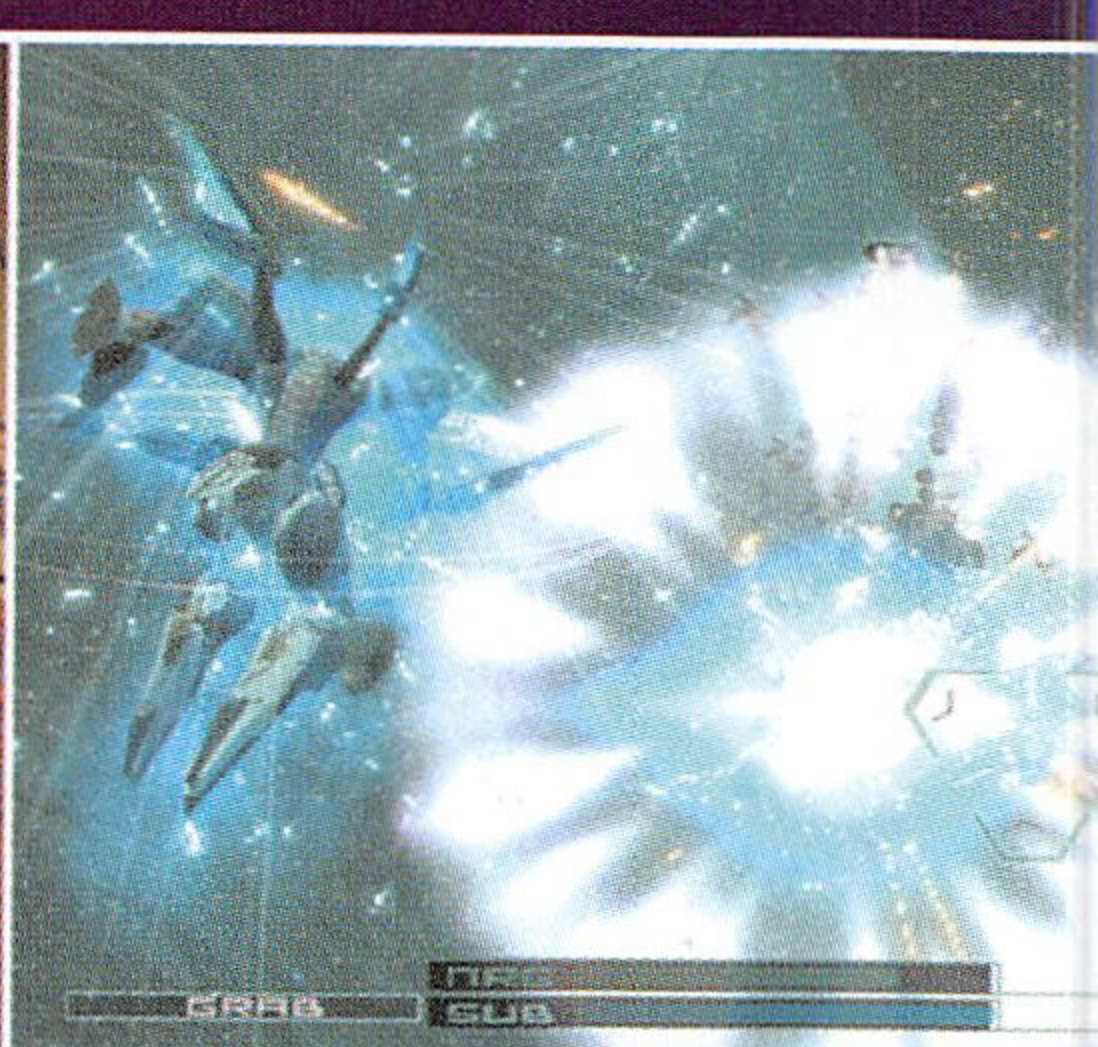


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